Sequencer64 Developer Reference Manual

0.9.21

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Contents

1 Sequencer64 **1**

1.1 Introduction 1

2 MIDI File Parsing in Sequencer64 **3**

2.1 Introduction 3

2.2 SMF 1 Parsing 3

2.2.1 MIDI File Header, MThd 3

2.2.2 MIDI Track, MTrk 4

2.2.2.1 Channel Events 4

2.2.2.2 Meta Events 5

2.2.3 Meta Events Summary 6

2.2.3.1 Sequence Number (0x00) 6

2.2.3.2 Track/Sequence Name (0x03) 7

2.2.3.3 End of Track (0x2F) 7

2.2.3.4 Set Tempo Event (0x51) 7

2.2.3.5 Time Signature Event (0x58) 8

2.2.3.6 SysEx Event (0xF0) 9

2.2.3.7 Sequencer Specific (0x7F) 10

2.2.3.8 Non-Specific End of Sequence 10

2.3 SMF 0 Parsing 10

2.4 Running Status 11

3 JACK, Live, and Song Modes in Sequencer64 **13**

3.1 Introduction . . . 13

3.2 JACK Functions . . . 13

3.2.1 jack_client_open() . . . 14

3.2.2 jack_on_shutdown() . . . 14

3.2.3 jack_set_sync_callback() . . . 14

3.2.4 jack_set_process_callback() . . . 15

3.2.5 jack_set_session_callback() . . . 15

3.2.6 jack_activate() . . . 15

3.2.7 jack_release_timebase() . . . 15

3.2.8 jack_client_close() . . . 15

3.2.9 jack_transport_start() . . . 15

3.2.10 jack_transport_stop() . . . 15

3.2.11 jack_transport_locate() . . . 15

3.2.12 jack_transport_reposition() . . . 16

3.2.13 jack_transport_query() . . . 16

3.3 Modes Operation . . . 16

3.3.1 No JACK, Live Mode . . . 16

3.3.2 No JACK, Song Mode . . . 16

3.3.3 JACK Transport . . . 17

3.4 Breakage . . . 17

3.5 JACK References . . . 18

4 User Testing of Sequencer64 with Yoshimi **19**

4.1 Introduction . . . 19

4.2 Smoke Test . . . 19

4.3 Tests in the Patterns Window . . . 20

4.3.1 Button Clicks on a Pattern . . . 21

4.3.2 Patterns Window Key Shortcuts . . . 21

4.3.3 The Sequencer64 User File . . . 21

4.4 Tests Using Valgrind . . . 21

4.4.1 Valgrind Suppressions . . . 22

4.4.2 Full Valgrind Leak-Checking . . . 22

4.4.2.1 Leak-Checking Basic Operation . . . 23

4.5 Specific Fault Debugging . . . 23

4.6 Snipping of a MIDI file. . . . 23

5 Speed Issue of Sequencer64 **25**

5.1 Introduction . . . 25

6 Licenses **27**

6.1 License Terms for the This Project. . . . 27

6.2 XPC Application License . . . 27

6.3 XPC Library License . . . 28

6.4 XPC Documentation License . . . 28

6.5 XPC Affero License . . . 29

6.6 XPC License Summary . . . 29

7 Todo List **31**

8 Deprecated List **33**

9 Namespace Index **35**

9.1 Namespace List . . . 35

10 Hierarchical Index **37**

10.1 Class Hierarchy . . . 37

11 Data Structure Index **39**

11.1 Data Structures . . . 39

12 Namespace Documentation **43**

12.1 Gtk Namespace Reference . . . 43

12.2 seq64 Namespace Reference . . . 43

12.2.1 Detailed Description . . . 55

12.2.2 Typedef Documentation . . . 55

12.2.2.1 midibyte . . . 55

12.2.2.2 bussbyte . . . 55

12.2.2.3 midishort . . . 56

12.2.2.4 midilong . . . 56

12.2.2.5 midipulse . . . 56

12.2.3 Enumeration Type Documentation . . . 56
12.2.3.1 wave_type_t . . . 56
12.2.3.2 seq_modifier_t . . . 56
12.2.3.3 seq_event_type_t . . . 57
12.2.3.4 seq_scroll_direction_t . . . 58
12.2.3.5 clock_e . . . 58
12.2.3.6 interaction_method_t . . . 58
12.2.3.7 c_music_scales . . . 59
12.2.3.8 draw_type_t . . . 59
12.2.3.9 mouse_action_e . . . 59
12.2.3.10 edit_action_t . . . 60
12.2.4 Function Documentation . . . 60
12.2.4.1 wave_type_name() . . . 60
12.2.4.2 extract_timing_numbers() . . . 60
12.2.4.3 pulses_to_string() . . . 61
12.2.4.4 pulses_to_measurestring() . . . 62
12.2.4.5 pulses_to_midi_measures() . . . 62
12.2.4.6 pulses_to_timestring() [1/2] . . . 63
12.2.4.7 pulses_to_timestring() [2/2] . . . 63
12.2.4.8 measurestring_to_pulses() . . . 63
12.2.4.9 midi_measures_to_pulses() . . . 64
12.2.4.10 timestring_to_pulses() . . . 64
12.2.4.11 string_to_pulses() . . . 65
12.2.4.12 string_to_midibyte() . . . 65
12.2.4.13 shorten_file_spec() . . . 66
12.2.4.14 string_not_void() . . . 66
12.2.4.15 string_is_void() . . . 66
12.2.4.16 strings_match() . . . 67
12.2.4.17 log2_time_sig_value() . . . 67
12.2.4.18 tempo_us_to_bytes() . . . 68

12.2.4.19 zoom_power_of_2() . . . 68
12.2.4.20 beats_per_minute_from_tempo_us() . . . 68
12.2.4.21 tempo_us_from_beats_per_minute() . . . 69
12.2.4.22 tempo_to_us() . . . 69
12.2.4.23 pulse_length_us() . . . 69
12.2.4.24 delta_time_us_to_ticks() . . . 70
12.2.4.25 ticks_to_delta_time_us() . . . 70
12.2.4.26 clock_tick_duration_bogus() . . . 71
12.2.4.27 clock_ticks_from_ppqn() . . . 71
12.2.4.28 double_ticks_from_ppqn() . . . 71
12.2.4.29 pulses_per_measure() . . . 72
12.2.4.30 measures_to_ticks() . . . 72
12.2.4.31 wave_func() . . . 73
12.2.4.32 help_check() . . . 73
12.2.4.33 parse_options_files() . . . 73
12.2.4.34 parse_command_line_options() . . . 74
12.2.4.35 write_options_files() . . . 75
12.2.4.36 build_details() . . . 75
12.2.4.37 to_string() . . . 75
12.2.4.38 file_access() . . . 75
12.2.4.39 file_exists() . . . 76
12.2.4.40 file_readable() . . . 76
12.2.4.41 file_writable() . . . 76
12.2.4.42 file_accessible() . . . 76
12.2.4.43 file_executable() . . . 77
12.2.4.44 file_is_directory() . . . 77
12.2.4.45 make_directory() . . . 77
12.2.4.46 ppqn_is_valid() . . . 78
12.2.4.47 jack_sync_callback() . . . 78
12.2.4.48 jack_shutdown_callback() . . . 79

12.2.4.49 jack_timebase_callback() . . . 79
12.2.4.50 jack_process_callback() . . . 81
12.2.4.51 get_current_jack_position() . . . 81
12.2.4.52 jack_session_callback() . . . 81
12.2.4.53 invalid_key() . . . 81
12.2.4.54 keyval_name() . . . 82
12.2.4.55 keyval_normalize() . . . 82
12.2.4.56 create_lash_driver() . . . 82
12.2.4.57 lash_driver() . . . 83
12.2.4.58 delete_lash_driver() . . . 83
12.2.4.59 is_null_midipulse() . . . 83
12.2.4.60 output_thread_func() . . . 83
12.2.4.61 input_thread_func() . . . 84
12.2.4.62 rc() . . . 84
12.2.4.63 usr() . . . 84
12.2.4.64 choose_ppqn() . . . 84
12.2.4.65 min() . . . 85
12.2.4.66 make_section_name() . . . 85
12.2.4.67 font_render() . . . 85
12.2.4.68 adjustment_dummy() . . . 86
12.2.4.69 update_mainwid_sequences() . . . 86
12.2.4.70 update_perfedit_sequences() . . . 86
12.2.4.71 FF_RW_timeout() . . . 86
12.2.4.72 clamp() [1/2] . . . 86
12.2.4.73 clamp() [2/2] . . . 86
12.2.5 Variable Documentation . . . 87
12.2.5.1 c_controller_names . . . 87
12.2.5.2 EVENT_STATUS_BIT . . . 87
12.2.5.3 EVENT_ANY . . . 87
12.2.5.4 EVENT_NOTE_OFF . . . 87

12.2.5.5 EVENT_NOTE_ON . . . 87
12.2.5.6 EVENT_AFTERTOUCH . . . 87
12.2.5.7 EVENT_CONTROL_CHANGE . . . 87
12.2.5.8 EVENT_PROGRAM_CHANGE . . . 87
12.2.5.9 EVENT_CHANNEL_PRESSURE . . . 88
12.2.5.10 EVENT_PITCH_WHEEL . . . 88
12.2.5.11 EVENT_MIDI_SYSEX . . . 88
12.2.5.12 EVENT_MIDI_QUARTER_FRAME . . . 88
12.2.5.13 EVENT_MIDI_SONG_POS . . . 88
12.2.5.14 EVENT_MIDI_SONG_SELECT . . . 88
12.2.5.15 EVENT_MIDI_SONG_F4 . . . 88
12.2.5.16 EVENT_MIDI_SONG_F5 . . . 88
12.2.5.17 EVENT_MIDI_TUNE_SELECT . . . 89
12.2.5.18 EVENT_MIDI_SYSEX_END . . . 89
12.2.5.19 EVENT_MIDI_SYSEX_CONTINUE . . . 89
12.2.5.20 EVENT_MIDI_CLOCK . . . 89
12.2.5.21 EVENT_MIDI_SONG_F9 . . . 89
12.2.5.22 EVENT_MIDI_START . . . 89
12.2.5.23 EVENT_MIDI_CONTINUE . . . 89
12.2.5.24 EVENT_MIDI_STOP . . . 89
12.2.5.25 EVENT_MIDI_SONG_FD . . . 89
12.2.5.26 EVENT_MIDI_ACTIVE_SENS . . . 89
12.2.5.27 EVENT_MIDI_RESET . . . 90
12.2.5.28 EVENT_MIDI_META . . . 90
12.2.5.29 EVENT_NULL_CHANNEL . . . 90
12.2.5.30 EVENT_GET_CHAN_MASK . . . 90
12.2.5.31 EVENT_CLEAR_CHAN_MASK . . . 90
12.2.5.32 EVENTS_ALL . . . 90
12.2.5.33 EVENTS_UNSELECTED . . . 90
12.2.5.34 c_midibus_output_size . . . 90

12.2.5.35 c_midibus_input_size . . . 91
12.2.5.36 c_midibus_sysex_chunk . . . 91
12.2.5.37 c_midibus . . . 91
12.2.5.38 c_midich . . . 92
12.2.5.39 c_midiclocks . . . 92
12.2.5.40 c_triggers . . . 92
12.2.5.41 c_notes . . . 92
12.2.5.42 c_timesig . . . 92
12.2.5.43 c_bpmtag . . . 92
12.2.5.44 c_triggers_new . . . 92
12.2.5.45 c_mutegroups . . . 92
12.2.5.46 c_midictrl . . . 92
12.2.5.47 c_musickey . . . 92
12.2.5.48 c_musicscale . . . 93
12.2.5.49 c_backsequence . . . 93
12.2.5.50 c_transpose . . . 93
12.2.5.51 c_perf_bp_mes . . . 93
12.2.5.52 c_perf_bw . . . 93
12.2.5.53 c_midi_track_ctrl . . . 93
12.2.5.54 c_midi_control_bpm_up . . . 93
12.2.5.55 c_midi_control_bpm_dn . . . 93
12.2.5.56 c_midi_control_ss_up . . . 93
12.2.5.57 c_midi_control_ss_dn . . . 94
12.2.5.58 c_midi_control_mod_replace . . . 94
12.2.5.59 c_midi_control_mod_snapshot . . . 94
12.2.5.60 c_midi_control_mod_queue . . . 94
12.2.5.61 c_midi_control_mod_gmute . . . 94
12.2.5.62 c_midi_control_mod_glearn . . . 94
12.2.5.63 c_midi_control_play_ss . . . 94
12.2.5.64 c_midi_controls . . . 94

12.2.5.65 c_scales_policy . . . 94
12.2.5.66 c_scales_transpose_up . . . 95
12.2.5.67 c_scales_transpose_dn . . . 95
12.2.5.68 c_scales_text . . . 96
12.2.5.69 c_key_text . . . 96
12.2.5.70 c_interval_text . . . 96
12.2.5.71 c_chord_text . . . 96
12.2.5.72 c_chord_number . . . 96
12.2.5.73 c_chord_table_text . . . 97
12.2.5.74 c_chord_size . . . 97
12.2.5.75 c_chord_table . . . 97
12.2.5.76 c_max_instruments . . . 97
12.2.5.77 c_max_busses . . . 97
12.2.5.78 versiontext . . . 97
12.2.5.79 long_options . . . 97
12.2.5.80 s_arg_list . . . 98
12.2.5.81 s_help_1a . . . 98
12.2.5.82 s_help_1b . . . 98
12.2.5.83 s_help_2 . . . 98
12.2.5.84 s_help_3 . . . 98
12.2.5.85 s_help_4 . . . 98
12.2.5.86 s_build_highlight_empty . . . 98
12.2.5.87 s_build_lash_support . . . 98
12.2.5.88 s_build_jack_support . . . 99
12.2.5.89 s_build_jack_session . . . 99
12.2.5.90 s_event_editor . . . 99
12.2.5.91 s_build_pause_support . . . 99
12.2.5.92 s_build_use_event_map . . . 99
12.2.5.93 s_build_presort_events . . . 99
12.2.5.94 s_build_chord_generator . . . 99

12.2.5.95 s_build_edit_highlight . . . 99
12.2.5.96 s_build_timesig_tempo . . . 99
12.2.5.97 s_build_midi_vector . . . 99
12.2.5.98 s_build_solid_grid . . . 100
12.2.5.99 s_build_follow_progress . . . 100
12.2.5.100 s_statistics_support . . . 100
12.2.5.101 s_strip_empty_mutes . . . 100
12.2.5.102 s_seq32_jack_support . . . 100
12.2.5.103 s_seq32_transport . . . 100
12.2.5.104 s_seq32_transpose . . . 100
12.2.5.105 s_seq32_menu_buttons . . . 100
12.2.5.106 s_seq32_lfo_support . . . 100
12.2.5.107 s_character_mapping . . . 100
12.2.5.108 s_global_lash_driver . . . 101
12.2.5.109 c_status_replace . . . 101
12.2.5.110 c_status_snapshot . . . 101
12.2.5.111 c_status_queue . . . 101
12.2.5.112 g_rc_settings . . . 101
12.2.5.113 g_user_settings . . . 101
12.2.5.114 s_handlesize [1/2] . . . 101
12.2.5.115 s_jitter_amount . . . 101
12.2.5.116 gs_mainwid_pointer . . . 102
12.2.5.117 c_mainwid_x . . . 102
12.2.5.118 c_mainwid_y . . . 102
12.2.5.119 gs_perfedit_pointer_0 . . . 102
12.2.5.120 gs_perfedit_pointer_1 . . . 102
12.2.5.121 s_handlesize [2/2] . . . 102

13 Data Structure Documentation **103**

13.1 seq64::AbstractPerfInput Class Reference . . . 103

13.1.1 Constructor & Destructor Documentation . . . 104

13.1.1.1 AbstractPerfInput() . . . 104

13.1.1.2 ~AbstractPerfInput() . . . 104

13.1.2 Member Function Documentation . . . 105

13.1.2.1 on_button_press_event() . . . 105

13.1.2.2 on_button_release_event() . . . 105

13.1.2.3 on_motion_notify_event() . . . 105

13.1.2.4 activate_adding() . . . 105

13.1.2.5 handle_motion_key() . . . 105

13.1.2.6 is_adding() . . . 105

13.1.2.7 set_adding() . . . 106

13.1.2.8 is_adding_pressed() . . . 106

13.1.2.9 set_adding_pressed() . . . 106

13.1.3 Friends And Related Function Documentation . . . 106

13.1.3.1 perfroll . . . 106

13.1.4 Field Documentation . . . 106

13.1.4.1 m_adding . . . 106

13.1.4.2 m_adding_pressed . . . 106

13.2 seq64::automutex Class Reference . . . 106

13.2.1 Detailed Description . . . 107

13.2.2 Constructor & Destructor Documentation . . . 107

13.2.2.1 automutex() [1/3] . . . 107

13.2.2.2 automutex() [2/3] . . . 107

13.2.2.3 automutex() [3/3] . . . 107

13.2.2.4 ~automutex() . . . 107

13.2.3 Member Function Documentation . . . 107

13.2.3.1 operator=() . . . 108

13.2.4 Field Documentation . . . 108

13.2.4.1 m_safety_mutex . . . 108
13.3 seq64::click Class Reference . . . 108
13.3.1 Detailed Description . . . 109
13.3.2 Constructor & Destructor Documentation . . . 109
13.3.2.1 click() [1/3] . . . 109
13.3.2.2 click() [2/3] . . . 109
13.3.2.3 click() [3/3] . . . 110
13.3.3 Member Function Documentation . . . 110
13.3.3.1 operator=() . . . 110
13.3.3.2 is_press() . . . 110
13.3.3.3 is_left() . . . 110
13.3.3.4 is_middle() . . . 110
13.3.3.5 is_right() . . . 110
13.3.3.6 x() . . . 111
13.3.3.7 y() . . . 111
13.3.3.8 button() . . . 111
13.3.3.9 modifier() . . . 111
13.3.3.10 mod_control() . . . 111
13.3.3.11 mod_control_shift() . . . 111
13.3.3.12 mod_super() . . . 111
13.3.4 Field Documentation . . . 111
13.3.4.1 m_is_press . . . 111
13.3.4.2 m_x . . . 111
13.3.4.3 m_y . . . 112
13.3.4.4 m_button . . . 112
13.3.4.5 m_modifier . . . 112
13.4 seq64::condition_var Class Reference . . . 112
13.4.1 Detailed Description . . . 113
13.4.2 Constructor & Destructor Documentation . . . 113
13.4.2.1 condition_var() . . . 113

13.4.3 Member Function Documentation . . . 113
13.4.3.1 wait() . . . 113
13.4.3.2 signal() . . . 113
13.4.4 Field Documentation . . . 114
13.4.4.1 sm_cond . . . 114
13.4.4.2 m_cond . . . 114
13.5 seq64::configfile Class Reference . . . 114
13.5.1 Constructor & Destructor Documentation . . . 115
13.5.1.1 configfile() . . . 115
13.5.1.2 ~configfile() . . . 115
13.5.2 Member Function Documentation . . . 115
13.5.2.1 next_data_line() . . . 115
13.5.2.2 line_after() . . . 116
13.5.2.3 parse() . . . 116
13.5.2.4 write() . . . 116
13.5.3 Field Documentation . . . 117
13.5.3.1 m_name . . . 117
13.5.3.2 m_d . . . 117
13.5.3.3 m_line . . . 117
13.6 seq64::editable_event Class Reference . . . 117
13.6.1 Detailed Description . . . 121
13.6.2 Member Enumeration Documentation . . . 121
13.6.2.1 category_t . . . 121
13.6.2.2 timestamp_format_t . . . 122
13.6.3 Constructor & Destructor Documentation . . . 122
13.6.3.1 editable_event() [1/4] . . . 122
13.6.3.2 editable_event() [2/4] . . . 122
13.6.3.3 editable_event() [3/4] . . . 123
13.6.3.4 editable_event() [4/4] . . . 123
13.6.3.5 ~editable_event() . . . 123

13.6.4 Member Function Documentation . . . 123
13.6.4.1 value_to_name() . . . 123
13.6.4.2 name_to_value() . . . 124
13.6.4.3 operator=() . . . 124
13.6.4.4 parent() . . . 124
13.6.4.5 category() [1/3] . . . 124
13.6.4.6 category() [2/3] . . . 124
13.6.4.7 category_string() . . . 125
13.6.4.8 category() [3/3] . . . 125
13.6.4.9 timestamp_string() . . . 125
13.6.4.10 timestamp() [1/3] . . . 125
13.6.4.11 timestamp() [2/3] . . . 125
13.6.4.12 timestamp() [3/3] . . . 125
13.6.4.13 time_as_pulses() . . . 126
13.6.4.14 time_as_measures() . . . 126
13.6.4.15 time_as_minutes() . . . 126
13.6.4.16 set_status_from_string() . . . 126
13.6.4.17 format_timestamp() . . . 127
13.6.4.18 stock_event_string() . . . 127
13.6.4.19 status_string() . . . 127
13.6.4.20 meta_string() . . . 127
13.6.4.21 seqspec_string() . . . 127
13.6.4.22 channel_string() . . . 127
13.6.4.23 data_string() . . . 127
13.6.4.24 analyze() . . . 128
13.6.5 Field Documentation . . . 128
13.6.5.1 sm_category_names . . . 128
13.6.5.2 sm_channel_event_names . . . 128
13.6.5.3 sm_system_event_names . . . 128
13.6.5.4 sm_meta_event_names . . . 129

13.6.5.5 sm_prop_event_names . . . 129
13.6.5.6 sm_category_arrays . . . 129
13.6.5.7 m_parent . . . 129
13.6.5.8 m_category . . . 129
13.6.5.9 m_name_category . . . 129
13.6.5.10 m_format_timestamp . . . 129
13.6.5.11 m_name_timestamp . . . 130
13.6.5.12 m_name_status . . . 130
13.6.5.13 m_name_meta . . . 130
13.6.5.14 m_name_seqspec . . . 130
13.6.5.15 m_name_channel . . . 130
13.6.5.16 m_name_data . . . 130
13.7 seq64::editable_events Class Reference . . . 130
13.7.1 Member Typedef Documentation . . . 132
13.7.1.1 Key . . . 132
13.7.1.2 EventsPair . . . 132
13.7.1.3 Events . . . 132
13.7.1.4 iterator . . . 133
13.7.1.5 const_iterator . . . 133
13.7.2 Constructor & Destructor Documentation . . . 133
13.7.2.1 editable_events() [1/3] . . . 133
13.7.2.2 editable_events() [2/3] . . . 133
13.7.2.3 editable_events() [3/3] . . . 133
13.7.2.4 ~editable_events() . . . 133
13.7.3 Member Function Documentation . . . 134
13.7.3.1 operator=() . . . 134
13.7.3.2 timing() . . . 134
13.7.3.3 string_to_pulses() . . . 134
13.7.3.4 load_events() . . . 134
13.7.3.5 save_events() . . . 134

13.7.3.6 events() . . . 135
13.7.3.7 begin() [1/2] . . . 135
13.7.3.8 begin() [2/2] . . . 135
13.7.3.9 end() [1/2] . . . 135
13.7.3.10 end() [2/2] . . . 135
13.7.3.11 dref() [1/2] . . . 135
13.7.3.12 dref() [2/2] . . . 135
13.7.3.13 count() . . . 135
13.7.3.14 add() [1/2] . . . 136
13.7.3.15 add() [2/2] . . . 136
13.7.3.16 replace() . . . 136
13.7.3.17 remove() . . . 136
13.7.3.18 clear() . . . 136
13.7.3.19 current_event() [1/2] . . . 137
13.7.3.20 current_event() [2/2] . . . 137
13.7.4 Friends And Related Function Documentation . . . 137
13.7.4.1 eventslots . . . 137
13.7.5 Field Documentation . . . 137
13.7.5.1 m_events . . . 137
13.7.5.2 m_current_event . . . 137
13.7.5.3 m_sequence . . . 137
13.7.5.4 m_midi_parameters . . . 137
13.8 seq64::event Class Reference . . . 138
13.8.1 Detailed Description . . . 142
13.8.2 Member Typedef Documentation . . . 142
13.8.2.1 SysexContainer . . . 142
13.8.3 Constructor & Destructor Documentation . . . 142
13.8.3.1 event() [1/2] . . . 142
13.8.3.2 event() [2/2] . . . 142
13.8.3.3 ~event() . . . 143

13.8.4 Member Function Documentation . . . 143
13.8.4.1 operator=() . . . 143
13.8.4.2 operator<() . . . 143
13.8.4.3 set_timestamp() . . . 144
13.8.4.4 get_timestamp() . . . 144
13.8.4.5 get_channel() . . . 144
13.8.4.6 check_channel() . . . 144
13.8.4.7 is_channel_msg() . . . 145
13.8.4.8 is_one_byte_msg() . . . 145
13.8.4.9 is_two_byte_msg() . . . 145
13.8.4.10 is_note_msg() . . . 146
13.8.4.11 is_strict_note_msg() . . . 146
13.8.4.12 is_desired_cc_or_not_cc() . . . 146
13.8.4.13 mod_timestamp() . . . 147
13.8.4.14 set_status() [1/2] . . . 147
13.8.4.15 set_status() [2/2] . . . 148
13.8.4.16 set_status_keep_channel() . . . 148
13.8.4.17 set_channel() . . . 148
13.8.4.18 get_status() . . . 149
13.8.4.19 non_cc_match() . . . 149
13.8.4.20 cc_match() . . . 149
13.8.4.21 set_data() [1/2] . . . 149
13.8.4.22 set_data() [2/2] . . . 149
13.8.4.23 get_data() . . . 150
13.8.4.24 increment_data1() . . . 150
13.8.4.25 decrement_data1() . . . 150
13.8.4.26 increment_data2() . . . 150
13.8.4.27 decrement_data2() . . . 150
13.8.4.28 append_sysex() [1/2] . . . 150
13.8.4.29 append_sysex() [2/2] . . . 151

13.8.4.30 restart_sysex() . . . 151
13.8.4.31 get_sysex() [1/2] . . . 151
13.8.4.32 get_sysex() [2/2] . . . 151
13.8.4.33 set_sysex_size() . . . 151
13.8.4.34 get_sysex_size() . . . 151
13.8.4.35 link() . . . 151
13.8.4.36 get_linked() . . . 152
13.8.4.37 is_linked() . . . 152
13.8.4.38 clear_link() . . . 152
13.8.4.39 paint() . . . 152
13.8.4.40 unpaint() . . . 152
13.8.4.41 is_painted() . . . 152
13.8.4.42 mark() . . . 152
13.8.4.43 unmark() . . . 152
13.8.4.44 is_marked() . . . 152
13.8.4.45 select() . . . 153
13.8.4.46 unselect() . . . 153
13.8.4.47 is_selected() . . . 153
13.8.4.48 make_clock() . . . 153
13.8.4.49 data() . . . 153
13.8.4.50 get_note() . . . 153
13.8.4.51 set_note() . . . 153
13.8.4.52 transpose_note() . . . 153
13.8.4.53 get_note_velocity() . . . 154
13.8.4.54 set_note_velocity() . . . 154
13.8.4.55 is_note_on() . . . 154
13.8.4.56 is_note_off() . . . 154
13.8.4.57 is_note() . . . 154
13.8.4.58 is_note_off_recorded() . . . 155
13.8.4.59 print() . . . 155

13.8.4.60 get_rank() . . . 155
13.8.5 Field Documentation . . . 155
13.8.5.1 m_timestamp . . . 155
13.8.5.2 m_status . . . 155
13.8.5.3 m_channel . . . 155
13.8.5.4 m_data . . . 156
13.8.5.5 m_sysex . . . 156
13.8.5.6 m_sysex_size . . . 156
13.8.5.7 m_linked . . . 156
13.8.5.8 m_has_link . . . 156
13.8.5.9 m_selected . . . 156
13.8.5.10 m_marked . . . 156
13.8.5.11 m_painted . . . 156
13.9 seq64::event_list::event_key Class Reference . . . 156
13.9.1 Detailed Description . . . 157
13.9.2 Constructor & Destructor Documentation . . . 157
13.9.2.1 event_key() [1/2] . . . 157
13.9.2.2 event_key() [2/2] . . . 157
13.9.3 Member Function Documentation . . . 158
13.9.3.1 operator<() . . . 158
13.9.4 Field Documentation . . . 158
13.9.4.1 m_timestamp . . . 158
13.9.4.2 m_rank . . . 158
13.10 seq64::event_list Class Reference . . . 158
13.10.1 Detailed Description . . . 161
13.10.2 Member Typedef Documentation . . . 161
13.10.2.1 Events . . . 161
13.10.2.2 EventsPair . . . 161
13.10.2.3 iterator . . . 161
13.10.2.4 const_iterator . . . 161

13.10.3 Constructor & Destructor Documentation . . . 161
13.10.3.1 event_list() [1/2] . . . 161
13.10.3.2 event_list() [2/2] . . . 161
13.10.3.3 ~event_list() . . . 161
13.10.4 Member Function Documentation . . . 162
13.10.4.1 operator=() . . . 162
13.10.4.2 begin() [1/2] . . . 162
13.10.4.3 begin() [2/2] . . . 162
13.10.4.4 end() [1/2] . . . 162
13.10.4.5 end() [2/2] . . . 162
13.10.4.6 count() . . . 162
13.10.4.7 empty() . . . 162
13.10.4.8 add() . . . 162
13.10.4.9 append() . . . 163
13.10.4.10 push_back() . . . 163
13.10.4.11 is_modified() . . . 163
13.10.4.12 unmodify() . . . 164
13.10.4.13 remove() . . . 164
13.10.4.14 clear() . . . 164
13.10.4.15 merge() . . . 164
13.10.4.16 sort() . . . 165
13.10.4.17 dref() [1/2] . . . 165
13.10.4.18 dref() [2/2] . . . 165
13.10.4.19 link_new() . . . 165
13.10.4.20 clear_links() . . . 165
13.10.4.21 verify_and_link() . . . 166
13.10.4.22 mark_selected() . . . 166
13.10.4.23 mark_out_of_range() . . . 166
13.10.4.24 mark_all() . . . 166
13.10.4.25 unmark_all() . . . 167

13.10.4.26 remove_marked() . . . 167
13.10.4.27 unpaint_all() . . . 167
13.10.4.28 count_selected_notes() . . . 167
13.10.4.29 any_selected_notes() . . . 167
13.10.4.30 count_selected_events() . . . 167
13.10.4.31 select_all() . . . 168
13.10.4.32 unselect_all() . . . 168
13.10.4.33 print() . . . 168
13.10.4.34 events() . . . 168
13.10.5 Friends And Related Function Documentation . . . 168
13.10.5.1 editable_events . . . 168
13.10.5.2 midifile . . . 168
13.10.5.3 midi_container . . . 168
13.10.5.4 midi_splitter . . . 168
13.10.5.5 sequence . . . 168
13.10.6 Field Documentation . . . 169
13.10.6.1 m_events . . . 169
13.10.6.2 m_is_modified . . . 169
13.11 seq64::eventedit Class Reference . . . 169
13.11.1 Constructor & Destructor Documentation . . . 173
13.11.1.1 eventedit() . . . 173
13.11.1.2 ~eventedit() . . . 174
13.11.2 Member Function Documentation . . . 175
13.11.2.1 enqueue_draw() . . . 175
13.11.2.2 set_seq_title() . . . 175
13.11.2.3 set_seq_time_sig() . . . 175
13.11.2.4 set_seq_ppqn() . . . 175
13.11.2.5 set_seq_count() . . . 175
13.11.2.6 set_event_category() . . . 175
13.11.2.7 set_event_timestamp() . . . 176

13.11.2.8 set_event_name() . . . 176
13.11.2.9 set_event_data_0() . . . 176
13.11.2.10 set_event_data_1() . . . 176
13.11.2.11 perf_modify() . . . 176
13.11.2.12 set_dirty() . . . 177
13.11.2.13 v_adjustment() [1/2] . . . 177
13.11.2.14 v_adjustment() [2/2] . . . 177
13.11.2.15 change_focus() . . . 177
13.11.2.16 close_out() . . . 178
13.11.2.17 handle_close() . . . 178
13.11.2.18 handle_delete() . . . 178
13.11.2.19 handle_insert() . . . 178
13.11.2.20 handle_modify() . . . 178
13.11.2.21 handle_save() . . . 178
13.11.2.22 handle_cancel() . . . 179
13.11.2.23 on_realize() . . . 179
13.11.2.24 on_set_focus() . . . 179
13.11.2.25 on_focus_in_event() . . . 179
13.11.2.26 on_focus_out_event() . . . 179
13.11.2.27 on_key_press_event() . . . 179
13.11.2.28 on_delete_event() . . . 180
13.11.3 Friends And Related Function Documentation . . . 180
13.11.3.1 eventslots . . . 180
13.11.4 Field Documentation . . . 180
13.11.4.1 m_table . . . 180
13.11.4.2 m_vadjust . . . 180
13.11.4.3 m_vscroll . . . 180
13.11.4.4 m_eventslots . . . 180
13.11.4.5 m_htopbox . . . 181
13.11.4.6 m_showbox . . . 181

13.11.4.7 m_editbox . . . 181
13.11.4.8 m_optsbox . . . 181
13.11.4.9 m_bottbox . . . 181
13.11.4.10 m_rightbox . . . 181
13.11.4.11 m_button_del . . . 181
13.11.4.12 m_button_ins . . . 181
13.11.4.13 m_button_modify . . . 181
13.11.4.14 m_button_save . . . 181
13.11.4.15 m_button_cancel . . . 182
13.11.4.16 m_label_seq_name . . . 182
13.11.4.17 m_label_time_sig . . . 182
13.11.4.18 m_label_ppqn . . . 182
13.11.4.19 m_label_channel . . . 182
13.11.4.20 m_label_ev_count . . . 182
13.11.4.21 m_label_spacer . . . 182
13.11.4.22 m_label_modified . . . 182
13.11.4.23 m_label_category . . . 182
13.11.4.24 m_entry_ev_timestamp . . . 183
13.11.4.25 m_entry_ev_name . . . 183
13.11.4.26 m_entry_ev_data_0 . . . 183
13.11.4.27 m_entry_ev_data_1 . . . 183
13.11.4.28 m_label_time_fmt . . . 183
13.11.4.29 m_label_right . . . 183
13.11.4.30 m_seq . . . 183
13.11.4.31 m_have_focus . . . 183
13.12 seq64::eventslots Class Reference . . . 184
13.12.1 Constructor & Destructor Documentation . . . 188
13.12.1.1 eventslots() . . . 188
13.12.1.2 ~eventslots() . . . 188
13.12.2 Member Function Documentation . . . 188

13.12.2.1 event_count() . . . 188
13.12.2.2 line_count() . . . 188
13.12.2.3 line_maximum() . . . 188
13.12.2.4 line_increment() . . . 188
13.12.2.5 top_index() . . . 188
13.12.2.6 current_index() . . . 188
13.12.2.7 pager_index() . . . 189
13.12.2.8 load_events() . . . 189
13.12.2.9 set_current_event() . . . 189
13.12.2.10 insert_event() [1/2] . . . 189
13.12.2.11 insert_event() [2/2] . . . 190
13.12.2.12 delete_current_event() . . . 190
13.12.2.13 modify_current_event() . . . 191
13.12.2.14 save_events() . . . 192
13.12.2.15 select_event() . . . 192
13.12.2.16 set_text() . . . 192
13.12.2.17 enqueue_draw() . . . 194
13.12.2.18 convert_y() . . . 194
13.12.2.19 draw_event() . . . 194
13.12.2.20 draw_events() . . . 195
13.12.2.21 change_vert() . . . 195
13.12.2.22 page_movement() . . . 195
13.12.2.23 page_topper() . . . 196
13.12.2.24 decrement_top() . . . 196
13.12.2.25 increment_top() . . . 196
13.12.2.26 decrement_current() . . . 196
13.12.2.27 increment_current() . . . 197
13.12.2.28 decrement_bottom() . . . 197
13.12.2.29 increment_bottom() . . . 197
13.12.2.30 on_realize() . . . 197

13.12.2.31 on_expose_event() . . . 197
13.12.2.32 on_button_press_event() . . . 197
13.12.2.33 on_button_release_event() . . . 198
13.12.2.34 on_focus_in_event() . . . 198
13.12.2.35 on_focus_out_event() . . . 198
13.12.2.36 on_scroll_event() . . . 198
13.12.2.37 on_size_allocate() . . . 198
13.12.2.38 on_move_up() . . . 198
13.12.2.39 on_move_down() . . . 198
13.12.2.40 on_frame_up() . . . 198
13.12.2.41 on_frame_down() . . . 199
13.12.2.42 on_frame_home() . . . 199
13.12.2.43 on_frame_end() . . . 199
13.12.3 Friends And Related Function Documentation . . . 199
13.12.3.1 eventedit . . . 199
13.12.4 Field Documentation . . . 199
13.12.4.1 m_parent . . . 199
13.12.4.2 m_seq . . . 199
13.12.4.3 m_event_container . . . 199
13.12.4.4 m_slots_chars . . . 199
13.12.4.5 m_char_w . . . 199
13.12.4.6 m_setbox_w . . . 200
13.12.4.7 m_slots_x . . . 200
13.12.4.8 m_slots_y . . . 200
13.12.4.9 m_event_count . . . 200
13.12.4.10 m_line_count . . . 200
13.12.4.11 m_line_maximum . . . 200
13.12.4.12 m_line_overlap . . . 200
13.12.4.13 m_top_index . . . 200
13.12.4.14 m_current_index . . . 200

13.12.4.15 m_top_iterator . . . 201
13.12.4.16 m_bottom_iterator . . . 201
13.12.4.17 m_current_iterator . . . 201
13.12.4.18 m_pager_index . . . 201
13.13 seq64::font Class Reference . . . 201
13.13.1 Member Enumeration Documentation . . . 202
13.13.1.1 Color . . . 202
13.13.2 Constructor & Destructor Documentation . . . 203
13.13.2.1 font() . . . 203
13.13.3 Member Function Documentation . . . 203
13.13.3.1 init() . . . 203
13.13.3.2 render_string_on_drawable() . . . 203
13.13.3.3 char_width() . . . 204
13.13.3.4 char_height() . . . 204
13.13.3.5 padded_height() . . . 204
13.13.4 Field Documentation . . . 204
13.13.4.1 m_use_new_font . . . 204
13.13.4.2 m_cell_w . . . 204
13.13.4.3 m_cell_h . . . 204
13.13.4.4 m_font_w . . . 204
13.13.4.5 m_font_h . . . 204
13.13.4.6 m_offset . . . 204
13.13.4.7 m_padded_h . . . 205
13.13.4.8 m_pixmap . . . 205
13.13.4.9 m_black_pixmap . . . 205
13.13.4.10 m_white_pixmap . . . 205
13.13.4.11 m_b_on_y_pixmap . . . 205
13.13.4.12 m_y_on_b_pixmap . . . 205
13.13.4.13 m_b_on_c_pixmap . . . 205
13.13.4.14 m_c_on_b_pixmap . . . 206

13.13.4.15 m_clip_mask . . . 206
13.14 seq64::FruityPerfInput Class Reference . . . 206
13.14.1 Constructor & Destructor Documentation . . . 207
13.14.1.1 FruityPerfInput() . . . 207
13.14.2 Member Function Documentation . . . 207
13.14.2.1 on_button_press_event() . . . 207
13.14.2.2 on_button_release_event() . . . 208
13.14.2.3 on_motion_notify_event() . . . 208
13.14.2.4 update_mouse_pointer() . . . 209
13.14.2.5 on_left_button_pressed() . . . 209
13.14.2.6 on_right_button_pressed() . . . 209
13.14.2.7 activate_adding() . . . 210
13.14.2.8 handle_motion_key() . . . 210
13.14.3 Friends And Related Function Documentation . . . 210
13.14.3.1 perfroll . . . 210
13.14.4 Field Documentation . . . 210
13.14.4.1 m_current_x . . . 210
13.14.4.2 m_current_y . . . 210
13.15 seq64::FruitySeqEventInput Struct Reference . . . 210
13.15.1 Constructor & Destructor Documentation . . . 211
13.15.1.1 FruitySeqEventInput() . . . 211
13.15.2 Member Function Documentation . . . 211
13.15.2.1 update_mouse_pointer() . . . 211
13.15.2.2 on_button_press_event() . . . 211
13.15.2.3 on_button_release_event() . . . 212
13.15.2.4 on_motion_notify_event() . . . 213
13.15.3 Field Documentation . . . 213
13.15.3.1 m_justselected_one . . . 213
13.15.3.2 m_is_drag_pasting_start . . . 213
13.15.3.3 m_is_drag_pasting . . . 213

13.16seq64::FruitySeqRollInput Class Reference . . . 213
13.16.1 Constructor & Destructor Documentation . . . 214
13.16.1.1 FruitySeqRollInput() . . . 214
13.16.2 Member Function Documentation . . . 214
13.16.2.1 update_mouse_pointer() . . . 214
13.16.2.2 on_button_press_event() . . . 214
13.16.2.3 on_button_release_event() . . . 214
13.16.2.4 on_motion_notify_event() . . . 215
13.16.3 Field Documentation . . . 215
13.16.3.1 m_erase_painting . . . 215
13.16.3.2 m_drag_paste_start_pos . . . 215
13.17seq64::gui_assistant Class Reference . . . 216
13.17.1 Detailed Description . . . 217
13.17.2 Constructor & Destructor Documentation . . . 217
13.17.2.1 gui_assistant() . . . 217
13.17.2.2 ∼gui_assistant() . . . 217
13.17.3 Member Function Documentation . . . 217
13.17.3.1 quit() . . . 217
13.17.3.2 jack_idle_connect() . . . 217
13.17.3.3 lash_timeout_connect() . . . 217
13.17.3.4 keys() [1/2] . . . 217
13.17.3.5 keys() [2/2] . . . 218
13.17.4 Field Documentation . . . 218
13.17.4.1 m_keys_perform . . . 218
13.18seq64::gui_assistant_gtk2 Class Reference . . . 218
13.18.1 Constructor & Destructor Documentation . . . 219
13.18.1.1 gui_assistant_gtk2() . . . 219
13.18.1.2 ∼gui_assistant_gtk2() . . . 219
13.18.2 Member Function Documentation . . . 219
13.18.2.1 quit() . . . 219

13.18.2.2 lash_timeout_connect() . . . 219
13.18.2.3 jack_idle_connect() . . . 220
13.18.3 Field Documentation . . . 220
13.18.3.1 sm_internal_keys . . . 220
13.19 seq64::gui_drawingarea_gtk2 Class Reference . . . 220
13.19.1 Detailed Description . . . 223
13.19.2 Constructor & Destructor Documentation . . . 223
13.19.2.1 gui_drawingarea_gtk2() [1/3] . . . 223
13.19.2.2 gui_drawingarea_gtk2() [2/3] . . . 224
13.19.2.3 gui_drawingarea_gtk2() [3/3] . . . 224
13.19.2.4 ~gui_drawingarea_gtk2() . . . 224
13.19.3 Member Function Documentation . . . 224
13.19.3.1 operator=() . . . 224
13.19.3.2 window_x() . . . 224
13.19.3.3 window_y() . . . 224
13.19.3.4 current_x() . . . 224
13.19.3.5 current_y() . . . 224
13.19.3.6 drop_x() . . . 225
13.19.3.7 drop_y() . . . 225
13.19.3.8 force_draw() . . . 225
13.19.3.9 perf() . . . 225
13.19.3.10 clear_window() . . . 225
13.19.3.11 set_line() . . . 225
13.19.3.12 draw_line() [1/6] . . . 225
13.19.3.13 draw_line() [2/6] . . . 227
13.19.3.14 draw_line_on_pixmap() [1/2] . . . 227
13.19.3.15 draw_line_on_pixmap() [2/2] . . . 227
13.19.3.16 draw_line() [3/6] . . . 228
13.19.3.17 draw_line() [4/6] . . . 228
13.19.3.18 draw_line() [5/6] . . . 228

13.19.3.19 draw_line() [6/6] . . . 229
13.19.3.20 render_string() . . . 229
13.19.3.21 render_string_on_pixmap() . . . 230
13.19.3.22 draw_rectangle() [1/6] . . . 230
13.19.3.23 draw_rectangle() [2/6] . . . 230
13.19.3.24 draw_rectangle() [3/6] . . . 231
13.19.3.25 draw_rectangle() [4/6] . . . 231
13.19.3.26 draw_rectangle() [5/6] . . . 232
13.19.3.27 draw_rectangle() [6/6] . . . 232
13.19.3.28 draw_rectangle_on_pixmap() [1/2] . . . 233
13.19.3.29 draw_rectangle_on_pixmap() [2/2] . . . 233
13.19.3.30 draw_normal_rectangle_on_pixmap() . . . 234
13.19.3.31 draw_drawable() . . . 234
13.19.3.32 scroll_hadjust() . . . 234
13.19.3.33 scroll_vadjust() . . . 234
13.19.3.34 scroll_hset() . . . 235
13.19.3.35 scroll_vset() . . . 235
13.19.3.36 set_current_drop_x() . . . 235
13.19.3.37 set_current_drop_y() . . . 235
13.19.3.38 gtk_drawarea_init() . . . 235
13.19.3.39 on_realize() . . . 236
13.19.4 Field Documentation . . . 236
13.19.4.1 m_gc . . . 236
13.19.4.2 m_window . . . 236
13.19.4.3 m_vadjust . . . 236
13.19.4.4 m_hadjust . . . 236
13.19.4.5 m_pixmap . . . 236
13.19.4.6 m_background . . . 236
13.19.4.7 m_foreground . . . 236
13.19.4.8 m_mainperf . . . 237

13.19.4.9 m_window_x . . . 237
13.19.4.10 m_window_y . . . 237
13.19.4.11 m_current_x . . . 237
13.19.4.12 m_current_y . . . 237
13.19.4.13 m_drop_x . . . 237
13.19.4.14 m_drop_y . . . 237
13.20 seq64::gui_palette_gtk2 Class Reference . . . 238
13.20.1 Detailed Description . . . 241
13.20.2 Member Typedef Documentation . . . 241
13.20.2.1 Color . . . 241
13.20.3 Constructor & Destructor Documentation . . . 242
13.20.3.1 gui_palette_gtk2() . . . 242
13.20.3.2 ~gui_palette_gtk2() . . . 242
13.20.4 Member Function Documentation . . . 242
13.20.4.1 load_inverse_palette() . . . 242
13.20.4.2 is_inverse() . . . 242
13.20.4.3 line_color() . . . 242
13.20.4.4 progress_color() . . . 242
13.20.4.5 black() . . . 243
13.20.4.6 dark_red() . . . 243
13.20.4.7 dark_green() . . . 243
13.20.4.8 dark_orange() . . . 243
13.20.4.9 dark_blue() . . . 243
13.20.4.10 dark_magenta() . . . 243
13.20.4.11 dark_cyan() . . . 243
13.20.4.12 white() . . . 243
13.20.4.13 grey() . . . 243
13.20.4.14 dark_grey() . . . 243
13.20.4.15 light_grey() . . . 244
13.20.4.16 red() . . . 244

13.20.4.17 orange() . . . 244
13.20.4.18 yellow() . . . 244
13.20.4.19 green() . . . 244
13.20.4.20 blue() . . . 244
13.20.4.21 black_paint() . . . 244
13.20.4.22 white_paint() . . . 244
13.20.4.23 black_key() . . . 244
13.20.4.24 white_key() . . . 244
13.20.4.25 bg_color() [1/2] . . . 245
13.20.4.26 bg_color() [2/2] . . . 245
13.20.4.27 fg_color() [1/2] . . . 245
13.20.4.28 fg_color() [2/2] . . . 245
13.20.5 Field Documentation . . . 245
13.20.5.1 m_is_inverse . . . 245
13.20.5.2 m_black . . . 245
13.20.5.3 m_dk_red . . . 245
13.20.5.4 m_dk_green . . . 245
13.20.5.5 m_dk_orange . . . 245
13.20.5.6 m_dk_blue . . . 246
13.20.5.7 m_dk_magenta . . . 246
13.20.5.8 m_dk_cyan . . . 246
13.20.5.9 m_red . . . 246
13.20.5.10 m_white . . . 246
13.20.5.11 m_orange . . . 246
13.20.5.12 m_yellow . . . 246
13.20.5.13 m_green . . . 246
13.20.5.14 m_blue . . . 246
13.20.5.15 m_grey . . . 246
13.20.5.16 m_dk_grey . . . 247
13.20.5.17 m_lt_grey . . . 247

13.20.5.18 m_blk_paint . . . 247
13.20.5.19 m_wht_paint . . . 247
13.20.5.20 m_blk_key . . . 247
13.20.5.21 m_wht_key . . . 247
13.20.5.22 m_line_color . . . 247
13.20.5.23 m_progress_color . . . 247
13.20.5.24 m_bg_color . . . 247
13.20.5.25 m_fg_color . . . 247
13.21 seq64::gui_window_gtk2 Class Reference . . . 248
13.21.1 Constructor & Destructor Documentation . . . 249
13.21.1.1 gui_window_gtk2() . . . 249
13.21.1.2 ~gui_window_gtk2() . . . 250
13.21.2 Member Function Documentation . . . 250
13.21.2.1 perf() . . . 250
13.21.2.2 quit() . . . 250
13.21.2.3 redraw_period_ms() . . . 250
13.21.2.4 is_realized() . . . 250
13.21.2.5 scroll_hadjust() . . . 250
13.21.2.6 scroll_vadjust() . . . 250
13.21.2.7 scroll_hset() . . . 251
13.21.2.8 scroll_vset() . . . 251
13.21.2.9 on_realize() . . . 251
13.21.3 Field Documentation . . . 251
13.21.3.1 m_mainperf . . . 251
13.21.3.2 m_window_x . . . 251
13.21.3.3 m_window_y . . . 252
13.21.3.4 m_redraw_period_ms . . . 252
13.21.3.5 m_is_realized . . . 252
13.22 seq64::jack_assistant Class Reference . . . 252
13.22.1 Constructor & Destructor Documentation . . . 256

13.22.1.1 jack_assistant() . . . 256
13.22.1.2 ~jack_assistant() . . . 256
13.22.2 Member Function Documentation . . . 256
13.22.2.1 parent() [1/2] . . . 256
13.22.2.2 parent() [2/2] . . . 256
13.22.2.3 is_running() . . . 256
13.22.2.4 is_master() . . . 256
13.22.2.5 get_ppqn() . . . 257
13.22.2.6 get_beat_width() . . . 257
13.22.2.7 set_beat_width() . . . 257
13.22.2.8 get_beats_per_measure() . . . 257
13.22.2.9 set_beats_per_measure() . . . 257
13.22.2.10 get_beats_per_minute() . . . 257
13.22.2.11 set_beats_per_minute() . . . 257
13.22.2.12 transport_state() . . . 258
13.22.2.13 transport_not_starting() . . . 258
13.22.2.14 init() . . . 258
13.22.2.15 deinit() . . . 259
13.22.2.16 session_event() . . . 259
13.22.2.17 start() . . . 259
13.22.2.18 stop() . . . 259
13.22.2.19 position() . . . 260
13.22.2.20 output() . . . 260
13.22.2.21 set_ppqn() . . . 261
13.22.2.22 get_jack_tick() . . . 261
13.22.2.23 get_jack_pos() . . . 261
13.22.2.24 toggle_jack_mode() . . . 262
13.22.2.25 set_jack_mode() . . . 262
13.22.2.26 get_jack_mode() . . . 262
13.22.2.27 get_jack_stop_tick() . . . 262

13.22.2.28 set_jack_stop_tick() . . . 262
13.22.2.29 jack_frame_rate() . . . 262
13.22.2.30 get_follow_transport() . . . 262
13.22.2.31 set_follow_transport() . . . 262
13.22.2.32 toggle_follow_transport() . . . 262
13.22.2.33 toggle_song_start_mode() . . . 262
13.22.2.34 song_start_mode() . . . 263
13.22.2.35 set_start_from_perfedit() . . . 263
13.22.2.36 client() . . . 263
13.22.2.37 client_name() . . . 263
13.22.2.38 client_uuid() . . . 263
13.22.2.39 set_jack_running() . . . 263
13.22.2.40 tick_multiplier() . . . 263
13.22.2.41 info_message() . . . 263
13.22.2.42 error_message() . . . 264
13.22.2.43 client_open() . . . 264
13.22.2.44 get_jack_client_info() . . . 265
13.22.2.45 show_statuses() . . . 265
13.22.2.46 show_position() . . . 265
13.22.2.47 sync() . . . 266
13.22.2.48 set_position() . . . 267
13.22.3 Friends And Related Function Documentation . . . 267
13.22.3.1 jack_process_callback . . . 267
13.22.3.2 jack_shutdown_callback . . . 268
13.22.3.3 jack_sync_callback . . . 268
13.22.3.4 jack_timebase_callback . . . 268
13.22.3.5 jack_session_callback . . . 270
13.22.4 Field Documentation . . . 270
13.22.4.1 sm_status_pairs . . . 270
13.22.4.2 m_jack_parent . . . 270

13.22.4.3 m_jack_client . . . 270
13.22.4.4 m_jack_client_name . . . 270
13.22.4.5 m_jack_client_uuid . . . 270
13.22.4.6 m_jack_frame_current . . . 271
13.22.4.7 m_jack_frame_last . . . 271
13.22.4.8 m_jack_pos . . . 271
13.22.4.9 m_jack_transport_state . . . 271
13.22.4.10 m_jack_transport_state_last . . . 271
13.22.4.11 m_jack_tick . . . 271
13.22.4.12 m_jsession_ev . . . 271
13.22.4.13 m_jack_running . . . 271
13.22.4.14 m_jack_master . . . 271
13.22.4.15 m_jack_frame_rate . . . 272
13.22.4.16 m_toggle_jack . . . 272
13.22.4.17 m_jack_stop_tick . . . 272
13.22.4.18 m_follow_transport . . . 272
13.22.4.19 m_ppqn . . . 272
13.22.4.20 m_beats_per_measure . . . 272
13.22.4.21 m_beat_width . . . 272
13.22.4.22 m_beats_per_minute . . . 272
13.23 seq64::jack_scratchpad Class Reference . . . 272
13.23.1 Detailed Description . . . 273
13.23.2 Field Documentation . . . 273
13.23.2.1 js_current_tick . . . 273
13.23.2.2 js_total_tick . . . 273
13.23.2.3 js_clock_tick . . . 273
13.23.2.4 js_jack_stopped . . . 274
13.23.2.5 js_dumping . . . 274
13.23.2.6 js_init_clock . . . 274
13.23.2.7 js_looping . . . 274

13.23.2.8 js_playback_mode . . . 274
13.23.2.9 js_ticks_converted . . . 274
13.23.2.10 js_ticks_delta . . . 274
13.23.2.11 js_ticks_converted_last . . . 274
13.23.2.12 js_delta_tick_frac . . . 274
13.24 seq64::jack_status_pair_t Struct Reference . . . 274
13.24.1 Field Documentation . . . 275
13.24.1.1 jf_bit . . . 275
13.24.1.2 jf_meaning . . . 275
13.25 seq64::keybindentry Class Reference . . . 275
13.25.1 Member Enumeration Documentation . . . 276
13.25.1.1 type . . . 276
13.25.2 Constructor & Destructor Documentation . . . 276
13.25.2.1 keybindentry() . . . 276
13.25.3 Member Function Documentation . . . 277
13.25.3.1 set() . . . 277
13.25.3.2 on_key_press_event() . . . 277
13.25.4 Friends And Related Function Documentation . . . 277
13.25.4.1 options . . . 277
13.25.5 Field Documentation . . . 277
13.25.5.1 m_key . . . 277
13.25.5.2 m_type . . . 277
13.25.5.3 m_perf . . . 277
13.25.5.4 m_slot . . . 278
13.26 seq64::keys_perform Class Reference . . . 278
13.26.1 Detailed Description . . . 285
13.26.2 Member Typedef Documentation . . . 285
13.26.2.1 SlotMap . . . 285
13.26.2.2 RevSlotMap . . . 285
13.26.3 Constructor & Destructor Documentation . . . 285

13.26.3.1 keys_perform() . . . 285
13.26.3.2 ~keys_perform() . . . 286
13.26.4 Member Function Documentation . . . 286
13.26.4.1 set_keys() . . . 286
13.26.4.2 get_keys() . . . 286
13.26.4.3 bpm_up() [1/2] . . . 286
13.26.4.4 bpm_up() [2/2] . . . 286
13.26.4.5 bpm_dn() [1/2] . . . 287
13.26.4.6 bpm_dn() [2/2] . . . 287
13.26.4.7 replace() [1/2] . . . 287
13.26.4.8 replace() [2/2] . . . 287
13.26.4.9 queue() [1/2] . . . 287
13.26.4.10 queue() [2/2] . . . 287
13.26.4.11 keep_queue() [1/2] . . . 287
13.26.4.12 keep_queue() [2/2] . . . 288
13.26.4.13 snapshot_1() [1/2] . . . 288
13.26.4.14 snapshot_1() [2/2] . . . 288
13.26.4.15 snapshot_2() [1/2] . . . 288
13.26.4.16 snapshot_2() [2/2] . . . 288
13.26.4.17 screenset_up() [1/2] . . . 288
13.26.4.18 screenset_up() [2/2] . . . 288
13.26.4.19 screenset_dn() [1/2] . . . 289
13.26.4.20 screenset_dn() [2/2] . . . 289
13.26.4.21 set_playing_screenset() [1/2] . . . 289
13.26.4.22 set_playing_screenset() [2/2] . . . 289
13.26.4.23 group_on() [1/2] . . . 289
13.26.4.24 group_on() [2/2] . . . 289
13.26.4.25 group_off() [1/2] . . . 290
13.26.4.26 group_off() [2/2] . . . 290
13.26.4.27 group_learn() [1/2] . . . 290

13.26.4.28 group_learn() [2/2] . . . 290
13.26.4.29 start() [1/2] . . . 290
13.26.4.30 start() [2/2] . . . 290
13.26.4.31 pause() [1/2] . . . 290
13.26.4.32 pause() [2/2] . . . 291
13.26.4.33 pattern_edit() [1/2] . . . 291
13.26.4.34 pattern_edit() [2/2] . . . 291
13.26.4.35 event_edit() [1/2] . . . 291
13.26.4.36 event_edit() [2/2] . . . 291
13.26.4.37 stop() [1/2] . . . 291
13.26.4.38 stop() [2/2] . . . 291
13.26.4.39 song_mode() [1/2] . . . 292
13.26.4.40 song_mode() [2/2] . . . 292
13.26.4.41 menu_mode() [1/2] . . . 292
13.26.4.42 menu_mode() [2/2] . . . 292
13.26.4.43 follow_transport() [1/2] . . . 292
13.26.4.44 follow_transport() [2/2] . . . 292
13.26.4.45 fast_forward() [1/2] . . . 292
13.26.4.46 fast_forward() [2/2] . . . 292
13.26.4.47 rewind() [1/2] . . . 293
13.26.4.48 rewind() [2/2] . . . 293
13.26.4.49 pointer_position() [1/2] . . . 293
13.26.4.50 pointer_position() [2/2] . . . 293
13.26.4.51 toggle_mutes() [1/2] . . . 293
13.26.4.52 toggle_mutes() [2/2] . . . 293
13.26.4.53 toggle_jack() [1/2] . . . 293
13.26.4.54 toggle_jack() [2/2] . . . 293
13.26.4.55 tap_bpm() [1/2] . . . 293
13.26.4.56 tap_bpm() [2/2] . . . 294
13.26.4.57 show_ui_sequence_key() [1/2] . . . 294

13.26.4.58 show_ui_sequence_key() [2/2] . . . 294
13.26.4.59 show_ui_sequence_number() [1/2] . . . 294
13.26.4.60 show_ui_sequence_number() [2/2] . . . 294
13.26.4.61 get_key_events() . . . 294
13.26.4.62 get_key_groups() . . . 294
13.26.4.63 get_key_events_rev() . . . 295
13.26.4.64 get_key_groups_rev() . . . 295
13.26.4.65 lookup_keyevent_key() . . . 295
13.26.4.66 lookup_keyevent_seq() . . . 295
13.26.4.67 lookup_keygroup_key() . . . 295
13.26.4.68 lookup_keygroup_group() . . . 295
13.26.4.69 key_name() . . . 296
13.26.4.70 set_all_key_events() . . . 296
13.26.4.71 set_all_key_groups() . . . 296
13.26.4.72 set_key_event() . . . 296
13.26.4.73 set_key_group() . . . 297
13.26.4.74 at_bpm_up() . . . 297
13.26.4.75 at_bpm_dn() . . . 297
13.26.4.76 at_replace() . . . 297
13.26.4.77 at_queue() . . . 297
13.26.4.78 at_keep_queue() . . . 298
13.26.4.79 at_snapshot_1() . . . 298
13.26.4.80 at_snapshot_2() . . . 298
13.26.4.81 at_screenset_up() . . . 298
13.26.4.82 at_screenset_dn() . . . 298
13.26.4.83 at_set_playing_screenset() . . . 298
13.26.4.84 at_group_on() . . . 298
13.26.4.85 at_group_off() . . . 298
13.26.4.86 at_group_learn() . . . 299
13.26.4.87 at_start() . . . 299

13.26.4.88 at_pause() . . . 299
13.26.4.89 at_song_mode() . . . 299
13.26.4.90 at_toggle_jack() . . . 299
13.26.4.91 at_menu_mode() . . . 299
13.26.4.92 at_follow_transport() . . . 299
13.26.4.93 at_fast_forward() . . . 299
13.26.4.94 at_rewind() . . . 300
13.26.4.95 at_pointer_position() . . . 300
13.26.4.96 at_toggle_mutes() . . . 300
13.26.4.97 at_tap_bpm() . . . 300
13.26.4.98 at_pattern_edit() . . . 300
13.26.4.99 at_event_edit() . . . 300
13.26.4.100 at_stop() . . . 300
13.26.4.101 at_show_ui_sequence_key() . . . 300
13.26.4.102 at_show_ui_sequence_number() . . . 301
13.26.5 Friends And Related Function Documentation . . . 301
13.26.5.1 options . . . 301
13.26.5.2 perform . . . 301
13.26.5.3 optionsfile . . . 301
13.26.6 Field Documentation . . . 301
13.26.6.1 m_key_show_ui_sequence_key . . . 301
13.26.6.2 m_key_show_ui_sequence_number . . . 301
13.26.6.3 m_key_events . . . 301
13.26.6.4 m_key_groups . . . 301
13.26.6.5 m_key_events_rev . . . 302
13.26.6.6 m_key_groups_rev . . . 302
13.26.6.7 m_key_bpm_up . . . 302
13.26.6.8 m_key_bpm_dn . . . 302
13.26.6.9 m_key_replace . . . 302
13.26.6.10 m_key_queue . . . 302

13.26.6.11m_key_keep_queue . . . 302
13.26.6.12m_key_snapshot_1 . . . 302
13.26.6.13m_key_snapshot_2 . . . 302
13.26.6.14m_key_screenset_up . . . 303
13.26.6.15m_key_screenset_dn . . . 303
13.26.6.16m_key_set_playing_screenset . . . 303
13.26.6.17m_key_group_on . . . 303
13.26.6.18m_key_group_off . . . 303
13.26.6.19m_key_group_learn . . . 303
13.26.6.20m_key_start . . . 303
13.26.6.21m_key_pause . . . 303
13.26.6.22m_key_song_mode . . . 303
13.26.6.23m_key_toggle_jack . . . 303
13.26.6.24m_key_menu_mode . . . 304
13.26.6.25m_key_follow_transport . . . 304
13.26.6.26m_key_rewind . . . 304
13.26.6.27m_key_fast_forward . . . 304
13.26.6.28m_key_pointer_position . . . 304
13.26.6.29m_key_toggle_mutes . . . 304
13.26.6.30m_key_tap_bpm . . . 304
13.26.6.31m_key_pattern_edit . . . 304
13.26.6.32m_key_event_edit . . . 304
13.26.6.33m_key_stop . . . 304
13.27seq64::keys_perform_gtk2 Class Reference . . . 305
13.27.1 Detailed Description . . . 306
13.27.2 Constructor & Destructor Documentation . . . 306
13.27.2.1 keys_perform_gtk2() . . . 306
13.27.2.2 ~keys_perform_gtk2() . . . 306
13.27.3 Member Function Documentation . . . 306
13.27.3.1 key_name() . . . 306

13.27.3.2 set_all_key_events() . . . 306
13.27.3.3 set_all_key_groups() . . . 307
13.28 seq64::keys_perform_transfer Struct Reference . . . 307
13.28.1 Field Documentation . . . 307
13.28.1.1 kpt_bpm_up . . . 307
13.28.1.2 kpt_bpm_dn . . . 308
13.28.1.3 kpt_screenset_up . . . 308
13.28.1.4 kpt_screenset_dn . . . 308
13.28.1.5 kpt_set_playing_screenset . . . 308
13.28.1.6 kpt_group_on . . . 308
13.28.1.7 kpt_group_off . . . 308
13.28.1.8 kpt_group_learn . . . 308
13.28.1.9 kpt_replace . . . 308
13.28.1.10 kpt_queue . . . 308
13.28.1.11 kpt_keep_queue . . . 308
13.28.1.12 kpt_snapshot_1 . . . 309
13.28.1.13 kpt_snapshot_2 . . . 309
13.28.1.14 kpt_start . . . 309
13.28.1.15 kpt_stop . . . 309
13.28.1.16 kpt_show_ui_sequence_key . . . 309
13.28.1.17 kpt_show_ui_sequence_number . . . 309
13.28.1.18 kpt_pattern_edit . . . 309
13.28.1.19 kpt_event_edit . . . 309
13.28.1.20 kpt_tap_bpm . . . 309
13.28.1.21 kpt_pause . . . 309
13.28.1.22 kpt_song_mode . . . 310
13.28.1.23 kpt_toggle_jack . . . 310
13.28.1.24 kpt_menu_mode . . . 310
13.28.1.25 kpt_follow_transport . . . 310
13.28.1.26 kpt_fast_forward . . . 310

13.28.1.27 kpt_rewind . . . 310
13.28.1.28 kpt_pointer_position . . . 310
13.28.1.29 kpt_toggle_mutes . . . 310
13.29 seq64::keystroke Class Reference . . . 310
13.29.1 Detailed Description . . . 311
13.29.2 Constructor & Destructor Documentation . . . 312
13.29.2.1 keystroke() [1/3] . . . 312
13.29.2.2 keystroke() [2/3] . . . 312
13.29.2.3 keystroke() [3/3] . . . 312
13.29.3 Member Function Documentation . . . 312
13.29.3.1 operator=() . . . 312
13.29.3.2 is_press() . . . 313
13.29.3.3 is_letter() . . . 313
13.29.3.4 is() . . . 313
13.29.3.5 is_delete() . . . 313
13.29.3.6 key() . . . 313
13.29.3.7 shift_lock() . . . 314
13.29.3.8 modifier() . . . 314
13.29.3.9 mod_control() . . . 314
13.29.3.10 mod_control_shift() . . . 314
13.29.3.11 mod_super() . . . 314
13.29.4 Field Documentation . . . 314
13.29.4.1 m_is_press . . . 314
13.29.4.2 m_key . . . 314
13.29.4.3 m_modifier . . . 315
13.30 seq64::lash Class Reference . . . 315
13.30.1 Detailed Description . . . 315
13.30.2 Constructor & Destructor Documentation . . . 316
13.30.2.1 lash() . . . 316
13.30.3 Member Function Documentation . . . 316

13.30.3.1 set_alsa_client_id() . . . 316
13.30.3.2 start() . . . 316
13.30.3.3 process_events() . . . 316
13.30.3.4 init() . . . 316
13.30.3.5 handle_event() . . . 316
13.30.3.6 handle_config() . . . 317
13.30.4 Field Documentation . . . 317
13.30.4.1 m_perform . . . 317
13.30.4.2 m_client . . . 317
13.30.4.3 m_lash_args . . . 317
13.30.4.4 m_is_lash_supported . . . 317
13.31 seq64::lfownd Class Reference . . . 318
13.31.1 Detailed Description . . . 319
13.31.2 Constructor & Destructor Documentation . . . 320
13.31.2.1 lfownd() . . . 320
13.31.2.2 ∼lfownd() . . . 320
13.31.3 Member Function Documentation . . . 320
13.31.3.1 toggle_visible() . . . 320
13.31.3.2 scale_lfo_change() . . . 320
13.31.3.3 on_focus_out_event() . . . 320
13.31.4 Field Documentation . . . 320
13.31.4.1 m_seq . . . 320
13.31.4.2 m_seqdata . . . 320
13.31.4.3 m_hbox . . . 321
13.31.4.4 m_scale_value . . . 321
13.31.4.5 m_scale_range . . . 321
13.31.4.6 m_scale_speed . . . 321
13.31.4.7 m_scale_phase . . . 321
13.31.4.8 m_scale_wave . . . 321
13.31.4.9 m_wave_name . . . 321

13.31.4.10m_value . . . 321
13.31.4.11m_range . . . 321
13.31.4.12m_speed . . . 321
13.31.4.13m_phase . . . 322
13.31.4.14m_wave . . . 322
13.32seq64::maintime Class Reference . . . 322
13.32.1 Detailed Description . . . 324
13.32.2 Constructor & Destructor Documentation . . . 325
13.32.2.1 maintime() [1/2] . . . 325
13.32.2.2 maintime() [2/2] . . . 325
13.32.2.3 ∼maintime() . . . 325
13.32.3 Member Function Documentation . . . 325
13.32.3.1 operator=() . . . 325
13.32.3.2 idle_progress() . . . 325
13.32.3.3 on_realize() . . . 325
13.32.3.4 on_expose_event() . . . 326
13.32.4 Friends And Related Function Documentation . . . 326
13.32.4.1 mainwnd . . . 326
13.32.5 Field Documentation . . . 326
13.32.5.1 m_beat_width . . . 326
13.32.5.2 m_bar_width . . . 326
13.32.5.3 m_pill_width . . . 326
13.32.5.4 m_box_width . . . 326
13.32.5.5 m_box_height . . . 327
13.32.5.6 m_flash_width . . . 327
13.32.5.7 m_flash_height . . . 327
13.32.5.8 m_flash_x . . . 327
13.32.5.9 m_box_less_pill . . . 327
13.32.5.10m_tick . . . 327
13.32.5.11m_ppqn . . . 327

13.33 seq64::mainwid Class Reference . . . 328
13.33.1 Detailed Description . . . 331
13.33.2 Constructor & Destructor Documentation . . . 331
13.33.2.1 mainwid() . . . 331
13.33.2.2 ~mainwid() . . . 332
13.33.3 Member Function Documentation . . . 332
13.33.3.1 set_screenset() . . . 332
13.33.3.2 reset() . . . 332
13.33.3.3 update_sequences_on_window() . . . 332
13.33.3.4 draw_pixmap_on_window() . . . 332
13.33.3.5 fill_background_window() . . . 332
13.33.3.6 redraw() . . . 332
13.33.3.7 seq_set_and_edit() . . . 333
13.33.3.8 seq_set_and_eventedit() . . . 333
13.33.3.9 draw_marker_on_sequence() . . . 333
13.33.3.10 update_markers() . . . 333
13.33.3.11 valid_sequence() . . . 334
13.33.3.12 draw_sequence_on_pixmap() . . . 334
13.33.3.13 draw_sequences_on_pixmap() . . . 334
13.33.3.14 draw_sequence_pixmap_on_window() . . . 335
13.33.3.15 seq_from_xy() . . . 335
13.33.3.16 timeout() . . . 335
13.33.3.17 calculate_base_sizes() . . . 335
13.33.3.18 select_fg_bg_colors() . . . 336
13.33.3.19 on_realize() . . . 336
13.33.3.20 on_expose_event() . . . 336
13.33.3.21 on_button_press_event() . . . 336
13.33.3.22 on_button_release_event() . . . 337
13.33.3.23 on_motion_notify_event() . . . 337
13.33.3.24 on_focus_in_event() . . . 338

13.33.3.25 on_focus_out_event() . . . 338
13.33.4 Friends And Related Function Documentation . . . 338
13.33.4.1 mainwnd . . . 338
13.33.4.2 update_mainwid_sequences . . . 338
13.33.5 Field Documentation . . . 338
13.33.5.1 m_armed_progress_color . . . 338
13.33.5.2 m_moving_seq . . . 339
13.33.5.3 m_button_down . . . 339
13.33.5.4 m_moving . . . 339
13.33.5.5 m_old_seq . . . 339
13.33.5.6 m_screenset . . . 339
13.33.5.7 m_last_tick_x . . . 339
13.33.5.8 m_last_playing . . . 339
13.33.5.9 m_mainwnd_rows . . . 339
13.33.5.10 m_mainwnd_cols . . . 339
13.33.5.11 m_seqarea_x . . . 340
13.33.5.12 m_seqarea_y . . . 340
13.33.5.13 m_seqarea_seq_x . . . 340
13.33.5.14 m_seqarea_seq_y . . . 340
13.33.5.15 m_mainwid_x . . . 340
13.33.5.16 m_mainwid_y . . . 340
13.33.5.17 m_mainwid_border . . . 340
13.33.5.18 m_mainwid_spacing . . . 340
13.33.5.19 m_text_size_x . . . 340
13.33.5.20 m_text_size_y . . . 340
13.33.5.21 m_max_sets . . . 341
13.33.5.22 m_screenset_slots . . . 341
13.33.5.23 m_screenset_offset . . . 341
13.33.5.24 m_progress_height . . . 341
13.34 seq64::mainwnd Class Reference . . . 341

13.34.1 Constructor & Destructor Documentation . . . 346
13.34.1.1 mainwnd() . . . 346
13.34.1.2 ~mainwnd() . . . 347
13.34.2 Member Function Documentation . . . 347
13.34.2.1 open_file() . . . 347
13.34.2.2 ppqn() [1/2] . . . 347
13.34.2.3 ppqn() [2/2] . . . 347
13.34.2.4 handle_signal() . . . 347
13.34.2.5 adj_callback_ss() . . . 348
13.34.2.6 adj_callback_bpm() . . . 348
13.34.2.7 edit_callback_notepad() . . . 348
13.34.2.8 timer_callback() . . . 348
13.34.2.9 set_play_image() . . . 348
13.34.2.10 set_songlive_image() . . . 348
13.34.2.11 start_playing() . . . 349
13.34.2.12 pause_playing() . . . 349
13.34.2.13 stop_playing() . . . 349
13.34.2.14 toggle_playing() . . . 349
13.34.2.15 learn_toggle() . . . 349
13.34.2.16 open_performance_edit() . . . 350
13.34.2.17 open_performance_edit_2() . . . 350
13.34.2.18 enregister_perfedits() . . . 350
13.34.2.19 sequence_key() . . . 350
13.34.2.20 apply_song_transpose() . . . 350
13.34.2.21 update_window_title() . . . 350
13.34.2.22 toLower() . . . 350
13.34.2.23 file_new() . . . 350
13.34.2.24 file_open() . . . 351
13.34.2.25 file_save() . . . 351
13.34.2.26 set_song_mute() . . . 351

13.34.2.27 file_import_dialog() . . . 351
13.34.2.28 options_dialog() . . . 351
13.34.2.29 about_dialog() . . . 351
13.34.2.30 build_info_dialog() . . . 351
13.34.2.31 query_save_changes() . . . 352
13.34.2.32 new_open_error_dialog() . . . 352
13.34.2.33 file_save_as() . . . 352
13.34.2.34 file_exit() . . . 353
13.34.2.35 new_file() . . . 353
13.34.2.36 save_file() . . . 353
13.34.2.37 choose_file() . . . 353
13.34.2.38 is_save() . . . 353
13.34.2.39 install_signal_handlers() . . . 353
13.34.2.40 signal_action() . . . 353
13.34.2.41 edit_field_has_focus() . . . 354
13.34.2.42 on_delete_event() . . . 354
13.34.2.43 on_key_press_event() . . . 354
13.34.2.44 on_key_release_event() . . . 354
13.34.2.45 on_grouplearnchange() . . . 354
13.34.3 Field Documentation . . . 355
13.34.3.1 m_sigpipe . . . 355
13.34.3.2 m_tooltips . . . 355
13.34.3.3 m_menubar . . . 355
13.34.3.4 m_menu_file . . . 355
13.34.3.5 m_menu_edit . . . 355
13.34.3.6 m_menu_view . . . 355
13.34.3.7 m_menu_help . . . 355
13.34.3.8 m_ppqn . . . 355
13.34.3.9 m_main_wid . . . 356
13.34.3.10 m_main_time . . . 356

13.34.3.11 m_perf_edit . . . 356
13.34.3.12 m_perf_edit_2 . . . 356
13.34.3.13 m_options . . . 356
13.34.3.14 m_main_cursor . . . 356
13.34.3.15 m_image_play . . . 356
13.34.3.16 m_button_learn . . . 356
13.34.3.17 m_button_stop . . . 356
13.34.3.18 m_button_play . . . 357
13.34.3.19 m_button_perfedit . . . 357
13.34.3.20 m_label_jack_mode . . . 357
13.34.3.21 m_adjust_bpm . . . 357
13.34.3.22 m_spinbutton_bpm . . . 357
13.34.3.23 m_adjust_ss . . . 357
13.34.3.24 m_spinbutton_ss . . . 357
13.34.3.25 m_adjust_load_offset . . . 357
13.34.3.26 m_spinbutton_load_offset . . . 357
13.34.3.27 m_entry_notes . . . 358
13.34.3.28 m_is_running . . . 358
13.34.3.29 m_timeout_connect . . . 358
13.34.3.30 m_menu_mode . . . 358
13.34.3.31 m_call_seq_edit . . . 358
13.34.3.32 m_call_seq_eventedit . . . 358
13.35 seq64::mastermidibus Class Reference . . . 358
13.35.1 Constructor & Destructor Documentation . . . 361
13.35.1.1 mastermidibus() . . . 361
13.35.1.2 ~mastermidibus() . . . 361
13.35.2 Member Function Documentation . . . 362
13.35.2.1 init() . . . 362
13.35.2.2 get_alsa_seq() . . . 362
13.35.2.3 get_num_out_buses() . . . 362

13.35.2.4 get_num_in_buses() . . . 362
13.35.2.5 set_beats_per_minute() . . . 362
13.35.2.6 set_ppqn() . . . 362
13.35.2.7 filter_by_channel() [1/2] . . . 363
13.35.2.8 filter_by_channel() [2/2] . . . 363
13.35.2.9 get_beats_per_minute() . . . 363
13.35.2.10 get_ppqn() . . . 363
13.35.2.11 get_midi_out_bus_name() . . . 363
13.35.2.12 get_midi_in_bus_name() . . . 364
13.35.2.13 print() . . . 364
13.35.2.14 flush() . . . 364
13.35.2.15 start() . . . 364
13.35.2.16 stop() . . . 364
13.35.2.17 clock() . . . 364
13.35.2.18 continue_from() . . . 365
13.35.2.19 init_clock() . . . 365
13.35.2.20 poll_for_midi() . . . 365
13.35.2.21 is_more_input() . . . 365
13.35.2.22 get_midi_event() . . . 366
13.35.2.23 set_sequence_input() . . . 366
13.35.2.24 dump_midi_input() . . . 366
13.35.2.25 is_dumping() . . . 366
13.35.2.26 get_sequence() . . . 367
13.35.2.27 sysex() . . . 367
13.35.2.28 port_start() . . . 367
13.35.2.29 port_exit() . . . 367
13.35.2.30 play() . . . 368
13.35.2.31 set_clock() . . . 368
13.35.2.32 get_clock() . . . 368
13.35.2.33 set_input() . . . 368

13.35.2.34 get_input() . . . 369
13.35.3 Field Documentation . . . 369
13.35.3.1 m_alsa_seq . . . 369
13.35.3.2 m_max_busses . . . 369
13.35.3.3 m_num_out_buses . . . 369
13.35.3.4 m_num_in_buses . . . 369
13.35.3.5 m_buses_out . . . 369
13.35.3.6 m_buses_in . . . 370
13.35.3.7 m_bus_announce . . . 370
13.35.3.8 m_buses_out_active . . . 370
13.35.3.9 m_buses_in_active . . . 370
13.35.3.10 m_buses_out_init . . . 370
13.35.3.11 m_buses_in_init . . . 370
13.35.3.12 m_init_clock . . . 370
13.35.3.13 m_init_input . . . 370
13.35.3.14 m_queue . . . 370
13.35.3.15 m_ppqn . . . 370
13.35.3.16 m_beats_per_minute . . . 371
13.35.3.17 m_num_poll_descriptors . . . 371
13.35.3.18 m_poll_descriptors . . . 371
13.35.3.19 m_dumping_input . . . 371
13.35.3.20 m_vector_sequence . . . 371
13.35.3.21 m_filter_by_channel . . . 371
13.35.3.22 m_seq . . . 371
13.35.3.23 m_mutex . . . 371
13.36 seq64::midi_container Class Reference . . . 372
13.36.1 Detailed Description . . . 374
13.36.2 Constructor & Destructor Documentation . . . 374
13.36.2.1 midi_container() . . . 374
13.36.2.2 ~midi_container() . . . 374

13.36.3 Member Function Documentation . . . 374
13.36.3.1 fill() . . . 374
13.36.3.2 size() . . . 375
13.36.3.3 done() . . . 375
13.36.3.4 put() . . . 375
13.36.3.5 get() . . . 376
13.36.3.6 clear() . . . 376
13.36.3.7 position_reset() . . . 376
13.36.3.8 position() . . . 376
13.36.3.9 position_increment() . . . 376
13.36.3.10 add_variable() . . . 376
13.36.3.11 add_long() . . . 376
13.36.3.12 add_short() . . . 377
13.36.3.13 add_event() . . . 377
13.36.3.14 fill_seq_number() . . . 377
13.36.3.15 fill_seq_name() . . . 377
13.36.3.16 fill_meta_track_end() . . . 378
13.36.3.17 fill_proprietary() . . . 378
13.36.3.18 fill_time_sig_and_tempo() . . . 378
13.36.3.19 song_fill_seq_event() . . . 378
13.36.3.20 song_fill_seq_trigger() . . . 379
13.36.4 Friends And Related Function Documentation . . . 379
13.36.4.1 midifile . . . 379
13.36.5 Field Documentation . . . 379
13.36.5.1 m_sequence . . . 379
13.36.5.2 m_position_for_get . . . 379
13.37 seq64::midi_control Class Reference . . . 379
13.37.1 Detailed Description . . . 380
13.37.2 Constructor & Destructor Documentation . . . 381
13.37.2.1 midi_control() . . . 381

13.37.3 Member Function Documentation . . . 381
13.37.3.1 active() . . . 381
13.37.3.2 inverse_active() . . . 381
13.37.3.3 status() . . . 381
13.37.3.4 data() . . . 381
13.37.3.5 min_value() . . . 381
13.37.3.6 max_value() . . . 381
13.37.3.7 set() [1/2] . . . 381
13.37.3.8 set() [2/2] . . . 382
13.37.3.9 match() . . . 382
13.37.3.10 in_range() . . . 382
13.37.4 Field Documentation . . . 382
13.37.4.1 m_active . . . 382
13.37.4.2 m_inverse_active . . . 382
13.37.4.3 m_status . . . 383
13.37.4.4 m_data . . . 383
13.37.4.5 m_min_value . . . 383
13.37.4.6 m_max_value . . . 383
13.38 seq64::midi_list Class Reference . . . 383
13.38.1 Member Typedef Documentation . . . 385
13.38.1.1 CharList . . . 385
13.38.2 Constructor & Destructor Documentation . . . 385
13.38.2.1 midi_list() . . . 385
13.38.2.2 ~midi_list() . . . 385
13.38.3 Member Function Documentation . . . 386
13.38.3.1 size() . . . 386
13.38.3.2 done() . . . 386
13.38.3.3 put() . . . 386
13.38.3.4 get() . . . 386
13.38.3.5 clear() . . . 386

13.38.4 Field Documentation . . . 386
13.38.4.1 m_char_list . . . 386
13.39 seq64::midi_measures Class Reference . . . 387
13.39.1 Detailed Description . . . 387
13.39.2 Constructor & Destructor Documentation . . . 387
13.39.2.1 midi_measures() [1/2] . . . 387
13.39.2.2 midi_measures() [2/2] . . . 387
13.39.3 Member Function Documentation . . . 388
13.39.3.1 measures() [1/2] . . . 388
13.39.3.2 measures() [2/2] . . . 388
13.39.3.3 beats() [1/2] . . . 388
13.39.3.4 beats() [2/2] . . . 388
13.39.3.5 divisions() [1/2] . . . 388
13.39.3.6 divisions() [2/2] . . . 388
13.39.4 Field Documentation . . . 389
13.39.4.1 m_measures . . . 389
13.39.4.2 m_beats . . . 389
13.39.4.3 m_divisions . . . 389
13.40 seq64::midi_splitter Class Reference . . . 389
13.40.1 Detailed Description . . . 390
13.40.2 Constructor & Destructor Documentation . . . 390
13.40.2.1 midi_splitter() . . . 390
13.40.2.2 ~midi_splitter() . . . 391
13.40.3 Member Function Documentation . . . 391
13.40.3.1 log_main_sequence() . . . 391
13.40.3.2 initialize() . . . 391
13.40.3.3 increment() . . . 391
13.40.3.4 split() . . . 391
13.40.3.5 ppqn() . . . 392
13.40.3.6 count() . . . 392

13.40.3.7 split_channel() . . . 392
13.40.4 Field Documentation . . . 393
13.40.4.1 m_ppqn . . . 393
13.40.4.2 m_use_default_ppqn . . . 393
13.40.4.3 m_smf0_channels_count . . . 393
13.40.4.4 m_smf0_channels . . . 393
13.40.4.5 m_smf0_main_sequence . . . 393
13.40.4.6 m_smf0_seq_number . . . 393
13.41 seq64::midi_timing Class Reference . . . 393
13.41.1 Detailed Description . . . 394
13.41.2 Constructor & Destructor Documentation . . . 394
13.41.2.1 midi_timing() [1/2] . . . 394
13.41.2.2 midi_timing() [2/2] . . . 394
13.41.3 Member Function Documentation . . . 395
13.41.3.1 beats_per_minute() [1/2] . . . 395
13.41.3.2 beats_per_minute() [2/2] . . . 395
13.41.3.3 beats_per_measure() [1/2] . . . 395
13.41.3.4 beats_per_measure() [2/2] . . . 395
13.41.3.5 beat_width() [1/2] . . . 395
13.41.3.6 beat_width() [2/2] . . . 395
13.41.3.7 ppqn() [1/2] . . . 396
13.41.3.8 ppqn() [2/2] . . . 396
13.41.4 Field Documentation . . . 396
13.41.4.1 m_beats_per_minute . . . 396
13.41.4.2 m_beats_per_measure . . . 396
13.41.4.3 m_beat_width . . . 396
13.41.4.4 m_ppqn . . . 396
13.42 seq64::midi_vector Class Reference . . . 397
13.42.1 Member Typedef Documentation . . . 398
13.42.1.1 CharVector . . . 398

13.42.2 Constructor & Destructor Documentation . . . 398
13.42.2.1 midi_vector() . . . 398
13.42.2.2 ~midi_vector() . . . 398
13.42.3 Member Function Documentation . . . 399
13.42.3.1 size() . . . 399
13.42.3.2 done() . . . 399
13.42.3.3 put() . . . 399
13.42.3.4 get() . . . 399
13.42.3.5 clear() . . . 400
13.42.4 Field Documentation . . . 400
13.42.4.1 m_char_vector . . . 400
13.43 seq64::midibus Class Reference . . . 400
13.43.1 Constructor & Destructor Documentation . . . 402
13.43.1.1 midibus() [1/2] . . . 402
13.43.1.2 midibus() [2/2] . . . 403
13.43.1.3 ~midibus() . . . 403
13.43.2 Member Function Documentation . . . 403
13.43.2.1 init_out() . . . 403
13.43.2.2 init_in() . . . 403
13.43.2.3 deinit_in() . . . 403
13.43.2.4 init_out_sub() . . . 404
13.43.2.5 init_in_sub() . . . 404
13.43.2.6 print() . . . 404
13.43.2.7 get_name() . . . 404
13.43.2.8 get_id() . . . 404
13.43.2.9 play() . . . 404
13.43.2.10 sysex() . . . 404
13.43.2.11 start() . . . 405
13.43.2.12 stop() . . . 405
13.43.2.13 clock() . . . 405

13.43.2.14 continue_from() . . . 405
13.43.2.15 init_clock() . . . 405
13.43.2.16 set_clock() . . . 406
13.43.2.17 get_clock() . . . 406
13.43.2.18 set_input() . . . 406
13.43.2.19 get_input() . . . 406
13.43.2.20 flush() . . . 406
13.43.2.21 get_client() . . . 406
13.43.2.22 get_port() . . . 406
13.43.2.23 set_clock_mod() . . . 406
13.43.2.24 get_clock_mod() . . . 407
13.43.3 Friends And Related Function Documentation . . . 407
13.43.3.1 mastermidibus . . . 407
13.43.4 Field Documentation . . . 407
13.43.4.1 m_clock_mod . . . 407
13.43.4.2 m_id . . . 407
13.43.4.3 m_clock_type . . . 407
13.43.4.4 m_inputing . . . 407
13.43.4.5 m_ppqn . . . 407
13.43.4.6 m_seq . . . 407
13.43.4.7 m_dest_addr_client . . . 408
13.43.4.8 m_dest_addr_port . . . 408
13.43.4.9 m_local_addr_client . . . 408
13.43.4.10 m_local_addr_port . . . 408
13.43.4.11 m_queue . . . 408
13.43.4.12 m_name . . . 408
13.43.4.13 m_lasttick . . . 408
13.43.4.14 m_mutex . . . 408
13.44 seq64::midifile Class Reference . . . 408
13.44.1 Detailed Description . . . 411

13.44.2 Constructor & Destructor Documentation . . . 411
13.44.2.1 midifile() . . . 411
13.44.2.2 ~midifile() . . . 412
13.44.3 Member Function Documentation . . . 412
13.44.3.1 parse() . . . 412
13.44.3.2 write() . . . 413
13.44.3.3 write_song() . . . 414
13.44.3.4 error_message() . . . 414
13.44.3.5 error_is_fatal() . . . 414
13.44.3.6 ppqn() . . . 414
13.44.3.7 parse_smf_0() . . . 414
13.44.3.8 parse_smf_1() . . . 414
13.44.3.9 parse_prop_header() . . . 415
13.44.3.10 parse_proprietary_track() . . . 416
13.44.3.11 pow2() . . . 417
13.44.3.12 checklen() . . . 417
13.44.3.13 add_trigger() . . . 417
13.44.3.14 read_long() . . . 418
13.44.3.15 read_short() . . . 418
13.44.3.16 read_byte() . . . 418
13.44.3.17 read_varinum() . . . 418
13.44.3.18 write_long() . . . 418
13.44.3.19 write_short() . . . 419
13.44.3.20 read_byte_array() . . . 419
13.44.3.21 write_byte() . . . 419
13.44.3.22 write_varinum() . . . 419
13.44.3.23 write_track_name() . . . 420
13.44.3.24 read_track_name() . . . 420
13.44.3.25 write_seq_number() . . . 421
13.44.3.26 read_seq_number() . . . 421

13.44.3.27 write_track_end() . . . 421
13.44.3.28 write_header() . . . 421
13.44.3.29 write_prop_header() . . . 422
13.44.3.30 write_proprietary_track() . . . 422
13.44.3.31 varinum_size() . . . 423
13.44.3.32 prop_item_size() . . . 423
13.44.3.33 track_name_size() . . . 424
13.44.3.34 errdump() [1/2] . . . 424
13.44.3.35 errdump() [2/2] . . . 424
13.44.3.36 write_track() . . . 425
13.44.3.37 seq_number_size() . . . 425
13.44.3.38 track_end_size() . . . 425
13.44.3.39 is_sysex_special_id() . . . 425
13.44.4 Field Documentation . . . 425
13.44.4.1 m_mutex . . . 425
13.44.4.2 m_file_size . . . 426
13.44.4.3 m_error_message . . . 426
13.44.4.4 m_error_is_fatal . . . 426
13.44.4.5 m_disable_reported . . . 426
13.44.4.6 m_pos . . . 426
13.44.4.7 m_name . . . 426
13.44.4.8 m_data . . . 426
13.44.4.9 m_char_list . . . 427
13.44.4.10 m_new_format . . . 427
13.44.4.11 m_global_bgsequence . . . 427
13.44.4.12 m_ppqn . . . 427
13.44.4.13 m_use_default_ppqn . . . 427
13.44.4.14 m_smf0_splitter . . . 427
13.45 seq64::mutex Class Reference . . . 428
13.45.1 Constructor & Destructor Documentation . . . 429

13.45.1.1 mutex() . . . 429
13.45.2 Member Function Documentation . . . 429
13.45.2.1 lock() . . . 429
13.45.2.2 unlock() . . . 429
13.45.3 Field Documentation . . . 429
13.45.3.1 sm_recursive_mutex . . . 429
13.45.3.2 m_mutex_lock . . . 429
13.46 seq64::editable_event::name_value_t Struct Reference . . . 429
13.46.1 Field Documentation . . . 430
13.46.1.1 event_value . . . 430
13.46.1.2 event_name . . . 430
13.47 seq64::options Class Reference . . . 430
13.47.1 Member Enumeration Documentation . . . 431
13.47.1.1 button . . . 431
13.47.2 Constructor & Destructor Documentation . . . 432
13.47.2.1 options() . . . 432
13.47.3 Member Function Documentation . . . 432
13.47.3.1 perf() . . . 432
13.47.3.2 clock_callback_off() . . . 432
13.47.3.3 clock_callback_on() . . . 432
13.47.3.4 clock_callback_mod() . . . 432
13.47.3.5 clock_mod_callback() . . . 432
13.47.3.6 input_callback() . . . 432
13.47.3.7 filter_callback() . . . 433
13.47.3.8 transport_callback() . . . 433
13.47.3.9 mouse_seq24_callback() . . . 433
13.47.3.10 mouse_fruity_callback() . . . 433
13.47.3.11 mouse_mod4_callback() . . . 433
13.47.3.12 mouse_snap_split_callback() . . . 433
13.47.3.13 mouse_click_edit_callback() . . . 433

13.47.3.14 flash_support_callback() . . . 433
13.47.3.15 add_midi_clock_page() . . . 433
13.47.3.16 add_midi_input_page() . . . 434
13.47.3.17 add_keyboard_page() . . . 434
13.47.3.18 add_extended_keys_page() . . . 434
13.47.3.19 add_mouse_page() . . . 434
13.47.3.20 add_jack_sync_page() . . . 434
13.47.4 Field Documentation . . . 434
13.47.4.1 m_tooltips . . . 434
13.47.4.2 m_mainperf . . . 434
13.47.4.3 m_button_ok . . . 434
13.47.4.4 m_button_jack_transport . . . 434
13.47.4.5 m_button_jack_master . . . 434
13.47.4.6 m_button_jack_master_cond . . . 435
13.47.4.7 m_button_jack_connect . . . 435
13.47.4.8 m_button_jack_disconnect . . . 435
13.47.4.9 m_notebook . . . 435
13.48 seq64::optionsfile Class Reference . . . 435
13.48.1 Detailed Description . . . 436
13.48.2 Constructor & Destructor Documentation . . . 436
13.48.2.1 optionsfile() . . . 436
13.48.2.2 ~optionsfile() . . . 436
13.48.3 Member Function Documentation . . . 436
13.48.3.1 parse() . . . 436
13.48.3.2 write() . . . 438
13.48.3.3 error_message() . . . 439
13.49 seq64::perfedit Class Reference . . . 439
13.49.1 Detailed Description . . . 444
13.49.2 Constructor & Destructor Documentation . . . 444
13.49.2.1 perfedit() . . . 444

13.49.2.2 ~perfedit() . . . 445
13.49.3 Member Function Documentation . . . 445
13.49.3.1 init_before_show() . . . 445
13.49.3.2 enqueue_draw() . . . 445
13.49.3.3 zoom_check() . . . 445
13.49.3.4 enregister_peer() . . . 446
13.49.3.5 set_zoom() . . . 446
13.49.3.6 get_toggle_jack() . . . 446
13.49.3.7 toggle_jack() . . . 446
13.49.3.8 rewind() . . . 446
13.49.3.9 fast_forward() . . . 447
13.49.3.10 set_follow_transport() . . . 447
13.49.3.11 toggle_follow_transport() . . . 447
13.49.3.12 set_jack_mode() . . . 447
13.49.3.13 set_transpose() . . . 447
13.49.3.14 transpose_button_callback() . . . 447
13.49.3.15 set_beats_per_bar() . . . 448
13.49.3.16 set_beat_width() . . . 448
13.49.3.17 set_snap() . . . 448
13.49.3.18 set_guides() . . . 448
13.49.3.19 grow() . . . 448
13.49.3.20 set_looped() . . . 449
13.49.3.21 expand() . . . 449
13.49.3.22 collapse() . . . 449
13.49.3.23 copy() . . . 449
13.49.3.24 undo() . . . 449
13.49.3.25 redo() . . . 449
13.49.3.26 popup_menu() . . . 449
13.49.3.27 draw_sequences() . . . 450
13.49.3.28 timeout() . . . 450

13.49.3.29 set_image() . . . 450
13.49.3.30 start_playing() . . . 450
13.49.3.31 pause_playing() . . . 450
13.49.3.32 stop_playing() . . . 450
13.49.3.33 toggle_playing() . . . 450
13.49.3.34 on_realize() . . . 451
13.49.3.35 on_key_press_event() . . . 451
13.49.3.36 on_key_release_event() . . . 451
13.49.3.37 on_delete_event() . . . 451
13.49.4 Friends And Related Function Documentation . . . 451
13.49.4.1 update_perfedit_sequences . . . 451
13.49.5 Field Documentation . . . 451
13.49.5.1 m_peer_perfedit . . . 451
13.49.5.2 m_table . . . 452
13.49.5.3 m_vadjust . . . 452
13.49.5.4 m_hadjust . . . 452
13.49.5.5 m_vscroll . . . 452
13.49.5.6 m_hscroll . . . 452
13.49.5.7 m_perfnames . . . 452
13.49.5.8 m_perfroll . . . 452
13.49.5.9 m_perftime . . . 452
13.49.5.10 m_menu_snap . . . 452
13.49.5.11 m_menu_xpose . . . 452
13.49.5.12 m_button_xpose . . . 453
13.49.5.13 m_entry_xpose . . . 453
13.49.5.14 m_image_play . . . 453
13.49.5.15 m_button_snap . . . 453
13.49.5.16 m_entry_snap . . . 453
13.49.5.17 m_button_stop . . . 453
13.49.5.18 m_button_play . . . 453

13.49.5.19m_button_loop . . . 453
13.49.5.20m_button_expand . . . 453
13.49.5.21m_button_collapse . . . 453
13.49.5.22m_button_copy . . . 454
13.49.5.23m_button_grow . . . 454
13.49.5.24m_button_undo . . . 454
13.49.5.25m_button_redo . . . 454
13.49.5.26m_button_jack . . . 454
13.49.5.27m_button_follow . . . 454
13.49.5.28m_button_bpm . . . 454
13.49.5.29m_entry_bpm . . . 454
13.49.5.30m_button_bw . . . 454
13.49.5.31m_entry_bw . . . 454
13.49.5.32m_hbox . . . 455
13.49.5.33m_hlbox . . . 455
13.49.5.34m_tooltips . . . 455
13.49.5.35m_menu_bpm . . . 455
13.49.5.36m_menu_bw . . . 455
13.49.5.37m_snap . . . 455
13.49.5.38m_bpm . . . 455
13.49.5.39m_bw . . . 455
13.49.5.40m_ppqn . . . 455
13.49.5.41m_is_running . . . 456
13.49.5.42m_standard_bpm . . . 456
13.50seq64::perfnames Class Reference . . . 456
13.50.1 Detailed Description . . . 459
13.50.2 Constructor & Destructor Documentation . . . 459
13.50.2.1 perfnames() . . . 459
13.50.2.2 ∼perfnames() . . . 459
13.50.3 Member Function Documentation . . . 459

13.50.3.1 redraw_dirty_sequences() . . . 460
13.50.3.2 enqueue_draw() . . . 460
13.50.3.3 convert_y() . . . 460
13.50.3.4 draw_sequences() . . . 460
13.50.3.5 draw_sequence() . . . 460
13.50.3.6 change_vert() . . . 461
13.50.3.7 redraw() . . . 461
13.50.3.8 on_realize() . . . 461
13.50.3.9 on_expose_event() . . . 461
13.50.3.10 on_button_press_event() . . . 462
13.50.3.11 on_button_release_event() . . . 462
13.50.3.12 on_size_allocate() . . . 462
13.50.3.13 on_scroll_event() . . . 463
13.50.4 Friends And Related Function Documentation . . . 463
13.50.4.1 perfedit . . . 463
13.50.5 Field Documentation . . . 463
13.50.5.1 m_parent . . . 463
13.50.5.2 m_names_chars . . . 463
13.50.5.3 m_char_w . . . 463
13.50.5.4 m_setbox_w . . . 463
13.50.5.5 m_namebox_w . . . 464
13.50.5.6 m_names_x . . . 464
13.50.5.7 m_names_y . . . 464
13.50.5.8 m_xy_offset . . . 464
13.50.5.9 m_seqs_in_set . . . 464
13.50.5.10 m_sequence_max . . . 464
13.50.5.11 m_sequence_offset . . . 464
13.50.5.12 m_sequence_active . . . 464
13.51 seq64::perform Class Reference . . . 464
13.51.1 Detailed Description . . . 477

13.51.2 Member Enumeration Documentation . . . 477
13.51.2.1 mute_op_t . . . 477
13.51.2.2 ff_rw_button_t . . . 477
13.51.3 Constructor & Destructor Documentation . . . 477
13.51.3.1 perform() . . . 477
13.51.3.2 ~perform() . . . 478
13.51.4 Member Function Documentation . . . 478
13.51.4.1 is_modified() [1/2] . . . 478
13.51.4.2 modify() . . . 478
13.51.4.3 ppqn() . . . 478
13.51.4.4 sequence_count() . . . 478
13.51.4.5 sequence_max() . . . 479
13.51.4.6 is_control_status() . . . 479
13.51.4.7 set_edit_sequence() . . . 479
13.51.4.8 unset_edit_sequence() . . . 479
13.51.4.9 is_edit_sequence() . . . 479
13.51.4.10 get_beats_per_bar() . . . 480
13.51.4.11 set_beats_per_bar() . . . 480
13.51.4.12 get_beat_width() . . . 480
13.51.4.13 set_beat_width() . . . 480
13.51.4.14 clocks_per_metronome() [1/2] . . . 480
13.51.4.15 clocks_per_metronome() [2/2] . . . 480
13.51.4.16 set_32nds_per_quarter() . . . 480
13.51.4.17 get_32nds_per_quarter() . . . 480
13.51.4.18 us_per_quarter_note() [1/2] . . . 481
13.51.4.19 us_per_quarter_note() [2/2] . . . 481
13.51.4.20 gui() [1/2] . . . 481
13.51.4.21 gui() [2/2] . . . 481
13.51.4.22 keys() [1/2] . . . 481
13.51.4.23 keys() [2/2] . . . 481

13.51.4.24 master_bus() . . . 481
13.51.4.25 filter_by_channel() . . . 481
13.51.4.26 is_running() . . . 481
13.51.4.27 is_pattern_playing() [1/2] . . . 481
13.51.4.28 toggle_song_start_mode() . . . 482
13.51.4.29 song_start_mode() [1/2] . . . 482
13.51.4.30 song_start_mode() [2/2] . . . 482
13.51.4.31 is_jack_running() . . . 482
13.51.4.32 is_jack_master() . . . 482
13.51.4.33 enregister() . . . 482
13.51.4.34 toggle_jack_mode() . . . 482
13.51.4.35 set_jack_mode() . . . 482
13.51.4.36 get_toggle_jack() . . . 483
13.51.4.37 set_jack_stop_tick() . . . 483
13.51.4.38 combine_bytes() . . . 483
13.51.4.39 FF_rewind() . . . 483
13.51.4.40 FF_RW_timeout() . . . 484
13.51.4.41 start_from_perfedit() [1/2] . . . 484
13.51.4.42 start_from_perfedit() [2/2] . . . 484
13.51.4.43 set_follow_transport() . . . 484
13.51.4.44 get_follow_transport() . . . 484
13.51.4.45 toggle_follow_transport() . . . 484
13.51.4.46 set_reposition() . . . 484
13.51.4.47 ff_rw_type() [1/2] . . . 484
13.51.4.48 ff_rw_type() [2/2] . . . 484
13.51.4.49 rewind() . . . 484
13.51.4.50 fast_forward() . . . 485
13.51.4.51 reposition() . . . 485
13.51.4.52 clear_all() . . . 485
13.51.4.53 launch() . . . 485

13.51.4.54 new_sequence() . . . 486
13.51.4.55 add_sequence() . . . 486
13.51.4.56 delete_sequence() . . . 487
13.51.4.57 is_sequence_in_edit() . . . 487
13.51.4.58 clear_sequence_triggers() . . . 487
13.51.4.59 print_triggers() . . . 488
13.51.4.60 finish() . . . 488
13.51.4.61 get_tick() . . . 488
13.51.4.62 get_jack_tick() . . . 488
13.51.4.63 set_jack_tick() . . . 488
13.51.4.64 set_left_tick() . . . 488
13.51.4.65 get_left_tick() . . . 489
13.51.4.66 set_start_tick() . . . 489
13.51.4.67 get_start_tick() . . . 489
13.51.4.68 set_right_tick() . . . 489
13.51.4.69 get_right_tick() . . . 489
13.51.4.70 left_right_size() . . . 489
13.51.4.71 is_active() . . . 490
13.51.4.72 apply_song_transpose() . . . 490
13.51.4.73 set_transpose() . . . 490
13.51.4.74 get_transpose() . . . 490
13.51.4.75 get_beats_per_minute() . . . 490
13.51.4.76 set_sequence_control_status() . . . 490
13.51.4.77 unset_sequence_control_status() . . . 491
13.51.4.78 sequence_playing_toggle() . . . 491
13.51.4.79 sequence_playing_change() . . . 491
13.51.4.80 sequence_playing_on() . . . 491
13.51.4.81 sequence_playing_off() . . . 492
13.51.4.82 mute_all_tracks() . . . 492
13.51.4.83 toggle_all_tracks() . . . 492

13.51.4.84 armed_saved() . . . 492
13.51.4.85 toggle_playing_tracks() . . . 492
13.51.4.86 mute_screenset() . . . 492
13.51.4.87 output_func() . . . 493
13.51.4.88 input_func() . . . 493
13.51.4.89 set_group_mute_state() . . . 493
13.51.4.90 get_group_mute_state() . . . 494
13.51.4.91 set_offset() . . . 494
13.51.4.92 get_offset() . . . 494
13.51.4.93 save_playing_state() . . . 494
13.51.4.94 restore_playing_state() . . . 495
13.51.4.95 key_name() . . . 495
13.51.4.96 get_key_events() . . . 495
13.51.4.97 get_key_groups() . . . 495
13.51.4.98 get_key_events_rev() . . . 495
13.51.4.99 get_key_groups_rev() . . . 495
13.51.4.100 show_ui_sequence_key() [1/2] . . . 495
13.51.4.101 show_ui_sequence_key() [2/2] . . . 495
13.51.4.102 show_ui_sequence_number() [1/2] . . . 496
13.51.4.103 show_ui_sequence_number() [2/2] . . . 496
13.51.4.104 lookup_keyevent_key() . . . 496
13.51.4.105 lookup_keyevent_seq() . . . 496
13.51.4.106 lookup_keygroup_key() . . . 497
13.51.4.107 lookup_keygroup_group() . . . 497
13.51.4.108 start_playing() . . . 497
13.51.4.109 pause_playing() . . . 498
13.51.4.110 stop_playing() . . . 498
13.51.4.111 start_key() . . . 499
13.51.4.112 pause_key() . . . 499
13.51.4.113 stop_key() . . . 499

13.51.4.114 learn_toggle() . . . 499
13.51.4.115 decrement_beats_per_minute() . . . 499
13.51.4.116 increment_beats_per_minute() . . . 499
13.51.4.117 decrement_screenset() . . . 500
13.51.4.118 increment_screenset() . . . 500
13.51.4.119 highlight() . . . 500
13.51.4.120 on_smf_0() . . . 500
13.51.4.121 get_sequence() [1/2] . . . 500
13.51.4.122 get_sequence() [2/2] . . . 501
13.51.4.123 sequence_key() . . . 501
13.51.4.124 sequence_label() . . . 501
13.51.4.125 set_input_bus() . . . 502
13.51.4.126 mainwnd_key_event() . . . 502
13.51.4.127 perfroll_key_event() . . . 502
13.51.4.128 playback_key_event() . . . 503
13.51.4.129 move_triggers() . . . 503
13.51.4.130 copy_triggers() . . . 504
13.51.4.131 push_trigger_undo() . . . 504
13.51.4.132 pop_trigger_undo() . . . 504
13.51.4.133 pop_trigger_redo() . . . 504
13.51.4.134 set_dirty_main() . . . 504
13.51.4.135 set_dirty_edit() . . . 505
13.51.4.136 set_dirty_perf() . . . 505
13.51.4.137 set_dirty_names() . . . 505
13.51.4.138 set_exportable() . . . 506
13.51.4.139 set_screenset() . . . 506
13.51.4.140 get_screenset() . . . 506
13.51.4.141 get_playing_screenset() . . . 506
13.51.4.142 save_undo() . . . 506
13.51.4.143 set_have_undo() . . . 507

13.51.4.144 have_redo() . . . 507
13.51.4.145 set_have_redo() . . . 507
13.51.4.146 split_trigger() . . . 507
13.51.4.147 get_max_trigger() . . . 507
13.51.4.148 collapse() . . . 507
13.51.4.149 copy() . . . 507
13.51.4.150 expand() . . . 508
13.51.4.151 midi_control_toggle() . . . 508
13.51.4.152 midi_control_on() . . . 508
13.51.4.153 midi_control_off() . . . 508
13.51.4.154 handle_midi_control() . . . 509
13.51.4.155 get_screen_set_notepad() . . . 509
13.51.4.156 current_screen_set_notepad() . . . 509
13.51.4.157 set_screen_set_notepad() [1/2] . . . 509
13.51.4.158 set_screen_set_notepad() [2/2] . . . 510
13.51.4.159 set_playing_screenset() . . . 510
13.51.4.160 any_group_unmutes() . . . 510
13.51.4.161 mute_group_tracks() . . . 510
13.51.4.162 select_and_mute_group() . . . 510
13.51.4.163 set_song_mute() . . . 511
13.51.4.164 set_mode_group_mute() . . . 511
13.51.4.165 unset_mode_group_mute() . . . 511
13.51.4.166 select_group_mute() . . . 511
13.51.4.167 set_mode_group_learn() . . . 511
13.51.4.168 unset_mode_group_learn() . . . 512
13.51.4.169 is_group_learning() . . . 512
13.51.4.170 set_and_copy_mute_group() . . . 512
13.51.4.171 start() . . . 512
13.51.4.172 stop() . . . 513
13.51.4.173 start_jack() . . . 513

13.51.4.174 stop_jack() . . . 513
13.51.4.175 position_jack() . . . 513
13.51.4.176 off_sequences() . . . 514
13.51.4.177 all_notes_off() . . . 514
13.51.4.178 set_active() . . . 514
13.51.4.179 set_was_active() . . . 514
13.51.4.180 reset_sequences() . . . 514
13.51.4.181 play() . . . 515
13.51.4.182 set_orig_ticks() . . . 515
13.51.4.183 set_beats_per_minute() . . . 515
13.51.4.184 set_looping() . . . 515
13.51.4.185 max_active_set() . . . 516
13.51.4.186 launch_input_thread() . . . 516
13.51.4.187 launch_output_thread() . . . 516
13.51.4.188 init_jack() . . . 516
13.51.4.189 deinit_jack() . . . 516
13.51.4.190 seq_in_playing_screen() . . . 516
13.51.4.191 is_modified() [2/2] . . . 517
13.51.4.192 valid_midi_control_seq() . . . 517
13.51.4.193 is_screenset_valid() . . . 517
13.51.4.194 set_running() . . . 518
13.51.4.195 is_pattern_playing() [2/2] . . . 518
13.51.4.196 set_playback_mode() . . . 518
13.51.4.197 mute_group_offset() . . . 518
13.51.4.198 is_seq_valid() . . . 518
13.51.4.199 is_mseq_valid() . . . 519
13.51.4.200 install_sequence() . . . 519
13.51.4.201 inner_start() . . . 520
13.51.4.202 inner_stop() . . . 520
13.51.4.203 samp_track() . . . 520

13.51.4.204 get_all_key_events() . . . 521
13.51.4.205 get_all_key_groups() . . . 521
13.51.4.206 get_key_event() . . . 521
13.51.4.207 get_key_group() . . . 521
13.51.5 Friends And Related Function Documentation . . . 522
13.51.5.1 jack_assistant . . . 522
13.51.5.2 keybindentry . . . 522
13.51.5.3 mainwnd . . . 522
13.51.5.4 midifile . . . 522
13.51.5.5 optionsfile . . . 522
13.51.5.6 options . . . 522
13.51.5.7 perfedit . . . 522
13.51.5.8 perfroll . . . 522
13.51.5.9 input_thread_func . . . 522
13.51.5.10 output_thread_func . . . 523
13.51.5.11 jack_sync_callback . . . 523
13.51.5.12 jack_process_callback . . . 524
13.51.5.13 jack_shutdown . . . 524
13.51.5.14 jack_timebase_callback . . . 524
13.51.5.15 get_current_jack_position . . . 525
13.51.6 Field Documentation . . . 525
13.51.6.1 sm_mc_dummy . . . 525
13.51.6.2 m_song_start_mode . . . 525
13.51.6.3 m_start_from_perfedit . . . 526
13.51.6.4 m_reposition . . . 526
13.51.6.5 m_excell_FF_RW . . . 526
13.51.6.6 m_FF_RW_button_type . . . 526
13.51.6.7 m_gui_support . . . 526
13.51.6.8 m_mute_group . . . 526
13.51.6.9 m_armed_saved . . . 526

13.51.6.10m_armed_statuses . . . 526
13.51.6.11m_tracks_mute_state . . . 527
13.51.6.12m_mode_group . . . 527
13.51.6.13m_mode_group_learn . . . 527
13.51.6.14m_mute_group_selected . . . 527
13.51.6.15m_playing_screen . . . 527
13.51.6.16m_playscreen_offset . . . 527
13.51.6.17m_seqs . . . 527
13.51.6.18m_seqs_active . . . 528
13.51.6.19m_was_active_main . . . 528
13.51.6.20m_was_active_edit . . . 528
13.51.6.21m_was_active_perf . . . 528
13.51.6.22m_was_active_names . . . 528
13.51.6.23m_sequence_state . . . 528
13.51.6.24m_master_bus . . . 528
13.51.6.25m_transpose . . . 528
13.51.6.26m_out_thread . . . 529
13.51.6.27m_in_thread . . . 529
13.51.6.28m_out_thread_launched . . . 529
13.51.6.29m_in_thread_launched . . . 529
13.51.6.30m_running . . . 529
13.51.6.31m_is_pattern_playing . . . 529
13.51.6.32m_inputing . . . 529
13.51.6.33m_outputing . . . 529
13.51.6.34m_looping . . . 529
13.51.6.35m_playback_mode . . . 530
13.51.6.36m_ppqn . . . 530
13.51.6.37m_beats_per_bar . . . 530
13.51.6.38m_beat_width . . . 530
13.51.6.39m_clocks_per_metronome . . . 530

13.51.6.40m_32nds_per_quarter . . . 530
13.51.6.41m_us_per_quarter_note . . . 530
13.51.6.42m_one_measure . . . 531
13.51.6.43m_left_tick . . . 531
13.51.6.44m_right_tick . . . 531
13.51.6.45m_starting_tick . . . 531
13.51.6.46m_tick . . . 531
13.51.6.47m_jack_tick . . . 531
13.51.6.48m_usemidiclock . . . 531
13.51.6.49m_midiclockrunning . . . 531
13.51.6.50m_midiclocktick . . . 532
13.51.6.51m_midiclockpos . . . 532
13.51.6.52m_dont_reset_ticks . . . 532
13.51.6.53m_screen_set_notepad . . . 532
13.51.6.54m_midi_cc_toggle . . . 532
13.51.6.55m_midi_cc_on . . . 532
13.51.6.56m_midi_cc_off . . . 532
13.51.6.57m_offset . . . 532
13.51.6.58m_control_status . . . 532
13.51.6.59m_screenset . . . 533
13.51.6.60m_seqs_in_set . . . 533
13.51.6.61m_max_sets . . . 533
13.51.6.62m_sequence_count . . . 533
13.51.6.63m_sequence_max . . . 533
13.51.6.64m_edit_sequence . . . 533
13.51.6.65m_is_modified . . . 533
13.51.6.66m_condition_var . . . 534
13.51.6.67m_jack_asst . . . 534
13.51.6.68m_have_undo . . . 534
13.51.6.69m_undo_vect . . . 534

13.51.6.70 m_have_redo . . . 534
13.51.6.71 m_redo_vect . . . 534
13.51.6.72 m_notify . . . 534
13.52 seq64::performcallback Struct Reference . . . 535
13.52.1 Detailed Description . . . 536
13.52.2 Member Function Documentation . . . 536
13.52.2.1 on_grouplearnchange() . . . 536
13.53 seq64::perfroll Class Reference . . . 536
13.53.1 Constructor & Destructor Documentation . . . 541
13.53.1.1 perfroll() . . . 541
13.53.1.2 ~perfroll() . . . 541
13.53.2 Member Function Documentation . . . 541
13.53.2.1 set_guides() . . . 541
13.53.2.2 update_sizes() . . . 542
13.53.2.3 init_before_show() . . . 542
13.53.2.4 fill_background_pixmap() . . . 542
13.53.2.5 increment_size() . . . 542
13.53.2.6 draw_all() . . . 542
13.53.2.7 follow_progress() . . . 542
13.53.2.8 redraw_progress() . . . 543
13.53.2.9 draw_progress() . . . 543
13.53.2.10 redraw_dirty_sequences() . . . 543
13.53.2.11 set_ppqn() . . . 543
13.53.2.12 convert_xy() . . . 543
13.53.2.13 convert_x() . . . 544
13.53.2.14 snap_x() . . . 544
13.53.2.15 draw_sequence_on() . . . 544
13.53.2.16 draw_background_on() . . . 544
13.53.2.17 draw_drawable_row() . . . 545
13.53.2.18 change_horz() . . . 545

13.53.2.19 change_vert() . . . 545
13.53.2.20 split_trigger() . . . 545
13.53.2.21 enqueue_draw() . . . 545
13.53.2.22 set_zoom() . . . 545
13.53.2.23 convert_drop_xy() . . . 546
13.53.2.24 horizontal_adjust() . . . 546
13.53.2.25 vertical_adjust() . . . 547
13.53.2.26 horizontal_set() . . . 547
13.53.2.27 vertical_set() . . . 547
13.53.2.28 on_realize() . . . 547
13.53.2.29 on_expose_event() . . . 548
13.53.2.30 on_button_press_event() . . . 548
13.53.2.31 on_button_release_event() . . . 548
13.53.2.32 on_motion_notify_event() . . . 548
13.53.2.33 on_scroll_event() . . . 549
13.53.2.34 on_focus_in_event() . . . 549
13.53.2.35 on_focus_out_event() . . . 549
13.53.2.36 on_size_allocate() . . . 549
13.53.2.37 on_key_press_event() . . . 549
13.53.2.38 on_size_request() . . . 550
13.53.3 Friends And Related Function Documentation . . . 550
13.53.3.1 FruityPerfInput . . . 550
13.53.3.2 Seq24PerfInput . . . 550
13.53.3.3 perfedit . . . 550
13.53.4 Field Documentation . . . 550
13.53.4.1 m_parent . . . 550
13.53.4.2 m_h_page_increment . . . 550
13.53.4.3 m_v_page_increment . . . 550
13.53.4.4 m_snap . . . 551
13.53.4.5 m_ppqn . . . 551

13.53.4.6 m_page_factor . . . 551
13.53.4.7 m_divs_per_beat . . . 551
13.53.4.8 m_ticks_per_bar . . . 551
13.53.4.9 m_perf_scale_x . . . 551
13.53.4.10 m_zoom . . . 551
13.53.4.11 m_names_y . . . 551
13.53.4.12 m_background_x . . . 551
13.53.4.13 m_size_box_w . . . 552
13.53.4.14 m_measure_length . . . 552
13.53.4.15 m_beat_length . . . 552
13.53.4.16 m_old_progress_ticks . . . 552
13.53.4.17 m_have_button_press . . . 552
13.53.4.18 m_transport_follow . . . 552
13.53.4.19 m_trans_button_press . . . 552
13.53.4.20 m_4bar_offset . . . 552
13.53.4.21 m_sequence_offset . . . 553
13.53.4.22 m_roll_length_ticks . . . 553
13.53.4.23 m_drop_tick . . . 553
13.53.4.24 m_drop_tick_trigger_offset . . . 553
13.53.4.25 m_drop_sequence . . . 553
13.53.4.26 m_sequence_max . . . 553
13.53.4.27 m_sequence_active . . . 553
13.53.4.28 m_fruity_interaction . . . 554
13.53.4.29 m_seq24_interaction . . . 554
13.53.4.30 m_interaction . . . 554
13.53.4.31 m_moving . . . 554
13.53.4.32 m_growing . . . 554
13.53.4.33 m_grow_direction . . . 554
13.54 seq64::perftime Class Reference . . . 555
13.54.1 Constructor & Destructor Documentation . . . 557

13.54.1.1 perftime() . . . 557
13.54.1.2 ~perftime() . . . 558
13.54.2 Member Function Documentation . . . 558
13.54.2.1 reset() . . . 558
13.54.2.2 set_scale() . . . 558
13.54.2.3 set_guides() . . . 558
13.54.2.4 increment_size() . . . 558
13.54.2.5 enqueue_draw() . . . 559
13.54.2.6 set_zoom() . . . 559
13.54.2.7 draw_background() . . . 559
13.54.2.8 draw_progress_on_window() . . . 559
13.54.2.9 change_horz() . . . 559
13.54.2.10 set_ppqn() . . . 559
13.54.2.11 tick_to_pixel() . . . 560
13.54.2.12 pixel_to_tick() . . . 560
13.54.2.13 tick_offset() . . . 560
13.54.2.14 update_sizes() . . . 560
13.54.2.15 idle_progress() . . . 560
13.54.2.16 update_pixmap() . . . 561
13.54.2.17 draw_pixmap_on_window() . . . 561
13.54.2.18 on_realize() . . . 561
13.54.2.19 on_expose_event() . . . 561
13.54.2.20 on_button_press_event() . . . 561
13.54.2.21 on_size_allocate() . . . 562
13.54.2.22 on_button_release_event() . . . 562
13.54.2.23 key_press_event() . . . 562
13.54.3 Friends And Related Function Documentation . . . 563
13.54.3.1 perfedit . . . 563
13.54.4 Field Documentation . . . 563
13.54.4.1 m_parent . . . 563

13.54.4.2 m_4bar_offset . . . 563
13.54.4.3 m_tick_offset . . . 563
13.54.4.4 m_ppqn . . . 563
13.54.4.5 m_snap . . . 563
13.54.4.6 m_measure_length . . . 563
13.54.4.7 m_left_marker_tick . . . 564
13.54.4.8 m_right_marker_tick . . . 564
13.54.4.9 m_perf_scale_x . . . 564
13.54.4.10 m_timearea_y . . . 564
13.55 seq64::rc_settings Class Reference . . . 564
13.55.1 Detailed Description . . . 568
13.55.2 Constructor & Destructor Documentation . . . 568
13.55.2.1 rc_settings() [1/2] . . . 568
13.55.2.2 rc_settings() [2/2] . . . 568
13.55.3 Member Function Documentation . . . 569
13.55.3.1 operator=() . . . 569
13.55.3.2 config_filespec() . . . 569
13.55.3.3 user_filespec() . . . 569
13.55.3.4 set_defaults() . . . 569
13.55.3.5 auto_option_save() [1/2] . . . 569
13.55.3.6 legacy_format() [1/2] . . . 570
13.55.3.7 lash_support() [1/2] . . . 570
13.55.3.8 allow_mod4_mode() [1/2] . . . 570
13.55.3.9 allow_snap_split() [1/2] . . . 570
13.55.3.10 allow_click_edit() [1/2] . . . 570
13.55.3.11 show_midi() [1/2] . . . 570
13.55.3.12 priority() [1/2] . . . 570
13.55.3.13 stats() [1/2] . . . 570
13.55.3.14 pass_sysex() [1/2] . . . 570
13.55.3.15 with_jack_transport() [1/2] . . . 570

13.55.3.16 with_jack_master() [1/2] . . . 571
13.55.3.17 with_jack_master_cond() [1/2] . . . 571
13.55.3.18 with_jack() . . . 571
13.55.3.19 filter_by_channel() [1/2] . . . 571
13.55.3.20 manual_alsa_ports() [1/2] . . . 571
13.55.3.21 reveal_alsa_ports() [1/2] . . . 571
13.55.3.22 print_keys() [1/2] . . . 571
13.55.3.23 device_ignore() [1/2] . . . 571
13.55.3.24 device_ignore_num() [1/2] . . . 571
13.55.3.25 nteraction_method() [1/2] . . . 571
13.55.3.26 filename() [1/2] . . . 572
13.55.3.27 jack_session_uuid() [1/2] . . . 572
13.55.3.28 ast_used_dir() [1/2] . . . 572
13.55.3.29 config_directory() [1/2] . . . 572
13.55.3.30 config_filename() [1/2] . . . 572
13.55.3.31 user_filename() [1/2] . . . 572
13.55.3.32 config_filename_alt() [1/2] . . . 572
13.55.3.33 user_filename_alt() [1/2] . . . 572
13.55.3.34 auto_option_save() [2/2] . . . 572
13.55.3.35 egacy_format() [2/2] . . . 572
13.55.3.36 ash_support() [2/2] . . . 573
13.55.3.37 allow_mod4_mode() [2/2] . . . 573
13.55.3.38 allow_snap_split() [2/2] . . . 573
13.55.3.39 allow_click_edit() [2/2] . . . 573
13.55.3.40 show_midi() [2/2] . . . 573
13.55.3.41 priority() [2/2] . . . 573
13.55.3.42 stats() [2/2] . . . 573
13.55.3.43 pass_sysex() [2/2] . . . 573
13.55.3.44 with_jack_transport() [2/2] . . . 573
13.55.3.45 with_jack_master() [2/2] . . . 574

13.55.3.46 with_jack_master_cond() [2/2] . . . 574
13.55.3.47 filter_by_channel() [2/2] . . . 574
13.55.3.48 manual_alsa_ports() [2/2] . . . 574
13.55.3.49 reveal_alsa_ports() [2/2] . . . 574
13.55.3.50 print_keys() [2/2] . . . 574
13.55.3.51 device_ignore() [2/2] . . . 574
13.55.3.52 device_ignore_num() [2/2] . . . 574
13.55.3.53 interaction_method() [2/2] . . . 575
13.55.3.54 filename() [2/2] . . . 575
13.55.3.55 jack_session_uuid() [2/2] . . . 575
13.55.3.56 last_used_dir() [2/2] . . . 575
13.55.3.57 config_directory() [2/2] . . . 575
13.55.3.58 set_config_files() . . . 576
13.55.3.59 config_filename() [2/2] . . . 576
13.55.3.60 user_filename() [2/2] . . . 576
13.55.3.61 config_filename_alt() [2/2] . . . 576
13.55.3.62 user_filename_alt() [2/2] . . . 577
13.55.3.63 home_config_directory() . . . 577
13.55.4 Friends And Related Function Documentation . . . 577
13.55.4.1 optionsfile . . . 577
13.55.4.2 options . . . 577
13.55.4.3 mainwnd . . . 577
13.55.4.4 parse_command_line_options . . . 577
13.55.4.5 help_check . . . 578
13.55.5 Field Documentation . . . 578
13.55.5.1 m_auto_option_save . . . 578
13.55.5.2 m_legacy_format . . . 578
13.55.5.3 m_lash_support . . . 578
13.55.5.4 m_allow_mod4_mode . . . 578
13.55.5.5 m_allow_snap_split . . . 579

13.55.5.6 m_allow_click_edit . . . 579
13.55.5.7 m_show_midi . . . 579
13.55.5.8 m_priority . . . 579
13.55.5.9 m_stats . . . 579
13.55.5.10 m_pass_sysex . . . 579
13.55.5.11 m_with_jack_transport . . . 579
13.55.5.12 m_with_jack_master . . . 579
13.55.5.13 m_with_jack_master_cond . . . 579
13.55.5.14 m_filter_by_channel . . . 579
13.55.5.15 m_manual_alsa_ports . . . 580
13.55.5.16 m_reveal_alsa_ports . . . 580
13.55.5.17 m_print_keys . . . 580
13.55.5.18 m_device_ignore . . . 580
13.55.5.19 m_device_ignore_num . . . 580
13.55.5.20 m_interaction_method . . . 580
13.55.5.21 m_filename . . . 580
13.55.5.22 m_jack_session_uuid . . . 580
13.55.5.23 m_last_used_dir . . . 580
13.55.5.24 m_config_directory . . . 580
13.55.5.25 m_config_filename . . . 581
13.55.5.26 m_user_filename . . . 581
13.55.5.27 m_config_filename_alt . . . 581
13.55.5.28 m_user_filename_alt . . . 581
13.56 seq64::rect Class Reference . . . 581
13.56.1 Field Documentation . . . 581
13.56.1.1 x . . . 581
13.56.1.2 y . . . 581
13.56.1.3 height . . . 582
13.56.1.4 width . . . 582
13.57 seq64::gui_drawingarea_gtk2::rect Struct Reference . . . 582

13.57.1 Field Documentation . . . 582
13.57.1.1 x . . . 582
13.57.1.2 y . . . 582
13.57.1.3 height . . . 582
13.57.1.4 width . . . 582
13.58seq64::Seq24PerfInput Class Reference . . . 583
13.58.1 Constructor & Destructor Documentation . . . 584
13.58.1.1 Seq24PerfInput() . . . 584
13.58.2 Member Function Documentation . . . 584
13.58.2.1 on_button_press_event() . . . 584
13.58.2.2 on_button_release_event() . . . 585
13.58.2.3 on_motion_notify_event() . . . 585
13.58.2.4 activate_adding() . . . 585
13.58.2.5 handle_motion_key() . . . 585
13.58.3 Friends And Related Function Documentation . . . 586
13.58.3.1 perfroll . . . 586
13.58.4 Field Documentation . . . 586
13.58.4.1 m_effective_tick . . . 586
13.59seq64::Seq24SeqEventInput Struct Reference . . . 586
13.59.1 Constructor & Destructor Documentation . . . 587
13.59.1.1 Seq24SeqEventInput() . . . 587
13.59.2 Member Function Documentation . . . 587
13.59.2.1 set_adding() . . . 587
13.59.2.2 on_button_press_event() . . . 587
13.59.2.3 on_button_release_event() . . . 588
13.59.2.4 on_motion_notify_event() . . . 588
13.59.3 Field Documentation . . . 588
13.59.3.1 m_adding . . . 588
13.60seq64::seqdata Class Reference . . . 588
13.60.1 Constructor & Destructor Documentation . . . 591

13.60.1.1 seqdata() . . . 591
13.60.1.2 ~seqdata() . . . 592
13.60.2 Member Function Documentation . . . 592
13.60.2.1 reset() . . . 592
13.60.2.2 redraw() . . . 592
13.60.2.3 set_zoom() . . . 592
13.60.2.4 set_data_type() . . . 592
13.60.2.5 idle_redraw() . . . 593
13.60.2.6 update_sizes() . . . 593
13.60.2.7 update_pixmap() . . . 593
13.60.2.8 draw_line_on_window() . . . 593
13.60.2.9 xy_to_rect() . . . 593
13.60.2.10 draw_events_on() . . . 594
13.60.2.11 change_horz() . . . 594
13.60.2.12 convert_x() . . . 594
13.60.2.13 render_number() . . . 594
13.60.2.14 draw_events_on_pixmap() . . . 595
13.60.2.15 draw_pixmap_on_window() . . . 595
13.60.2.16 on_realize() . . . 595
13.60.2.17 on_expose_event() . . . 595
13.60.2.18 on_button_press_event() . . . 595
13.60.2.19 on_button_release_event() . . . 596
13.60.2.20 on_motion_notify_event() . . . 596
13.60.2.21 on_leave_notify_event() . . . 596
13.60.2.22 on_scroll_event() . . . 597
13.60.2.23 on_size_allocate() . . . 597
13.60.3 Friends And Related Function Documentation . . . 597
13.60.3.1 lfownd . . . 597
13.60.3.2 seqevent . . . 597
13.60.3.3 seqroll . . . 597

13.60.4 Field Documentation . . . 598
13.60.4.1 m_seq . . . 598
13.60.4.2 m_zoom . . . 598
13.60.4.3 m_scroll_offset_ticks . . . 598
13.60.4.4 m_scroll_offset_x . . . 598
13.60.4.5 m_number_w . . . 598
13.60.4.6 m_number_h . . . 598
13.60.4.7 m_number_offset_y . . . 598
13.60.4.8 m_status . . . 598
13.60.4.9 m_cc . . . 599
13.60.4.10 m_numbers . . . 599
13.60.4.11 m_old . . . 599
13.60.4.12 m_drag_handle . . . 599
13.60.4.13 m_dragging . . . 599
13.61 seq64::seqedit Class Reference . . . 599
13.61.1 Detailed Description . . . 606
13.61.2 Constructor & Destructor Documentation . . . 607
13.61.2.1 seqedit() . . . 607
13.61.2.2 ~seqedit() . . . 607
13.61.3 Member Function Documentation . . . 607
13.61.3.1 set_zoom() . . . 607
13.61.3.2 set_snap() . . . 608
13.61.3.3 set_note_length() . . . 608
13.61.3.4 set_beats_per_bar() . . . 608
13.61.3.5 set_beat_width() . . . 609
13.61.3.6 set_transpose_image() . . . 609
13.61.3.7 set_rec_vol() . . . 609
13.61.3.8 horizontal_adjust() . . . 609
13.61.3.9 vertical_adjust() . . . 610
13.61.3.10 horizontal_set() . . . 610

13.61.3.11 vertical_set() . . . 610
13.61.3.12 set_measures() . . . 610
13.61.3.13 apply_length() . . . 611
13.61.3.14 get_measures() . . . 611
13.61.3.15 set_midi_channel() . . . 611
13.61.3.16 set_midi_bus() . . . 611
13.61.3.17 set_scale() . . . 612
13.61.3.18 set_chord() . . . 612
13.61.3.19 set_key() . . . 612
13.61.3.20 set_background_sequence() . . . 612
13.61.3.21 transpose_change_callback() . . . 612
13.61.3.22 name_change_callback() . . . 612
13.61.3.23 play_change_callback() . . . 613
13.61.3.24 record_change_callback() . . . 613
13.61.3.25 q_rec_change_callback() . . . 613
13.61.3.26 thru_change_callback() . . . 613
13.61.3.27 undo_callback() . . . 613
13.61.3.28 redo_callback() . . . 613
13.61.3.29 set_data_type() . . . 613
13.61.3.30 update_all_windows() . . . 614
13.61.3.31 fill_top_bar() . . . 614
13.61.3.32 create_menus() . . . 614
13.61.3.33 popup_menu() . . . 615
13.61.3.34 popup_event_menu() . . . 615
13.61.3.35 popup_midibus_menu() . . . 615
13.61.3.36 popup_sequence_menu() . . . 615
13.61.3.37 popup_tool_menu() . . . 615
13.61.3.38 popup_midich_menu() . . . 615
13.61.3.39 create_menu_image() . . . 615
13.61.3.40 timeout() . . . 616

13.61.3.41 do_action() . . . 616
13.61.3.42 mouse_action() . . . 616
13.61.3.43 start_playing() . . . 616
13.61.3.44 stop_playing() . . . 616
13.61.3.45 change_focus() . . . 616
13.61.3.46 handle_close() . . . 617
13.61.3.47 on_realize() . . . 617
13.61.3.48 on_set_focus() . . . 617
13.61.3.49 on_focus_in_event() . . . 617
13.61.3.50 on_focus_out_event() . . . 617
13.61.3.51 on_delete_event() . . . 617
13.61.3.52 on_scroll_event() . . . 618
13.61.3.53 on_key_press_event() . . . 618
13.61.4 Field Documentation . . . 619
13.61.4.1 seqmenu . . . 619
13.61.4.2 m_initial_snap . . . 619
13.61.4.3 m_initial_note_length . . . 619
13.61.4.4 m_initial_chord . . . 619
13.61.4.5 m_initial_zoom . . . 619
13.61.4.6 m_zoom . . . 620
13.61.4.7 m_snap . . . 620
13.61.4.8 m_note_length . . . 620
13.61.4.9 m_scale . . . 620
13.61.4.10 m_chord . . . 620
13.61.4.11 m_key . . . 620
13.61.4.12 m_bgsequence . . . 620
13.61.4.13 m_measures . . . 620
13.61.4.14 m_ppqn . . . 620
13.61.4.15 m_pp_whole . . . 620
13.61.4.16 m_pp_eighth . . . 621

13.61.4.17 m_pp_sixteenth . . . 621
13.61.4.18 m_seq . . . 621
13.61.4.19 m_menubar . . . 621
13.61.4.20 m_menu_tools . . . 621
13.61.4.21 m_menu_zoom . . . 621
13.61.4.22 m_menu_snap . . . 621
13.61.4.23 m_menu_note_length . . . 621
13.61.4.24 m_menu_length . . . 621
13.61.4.25 m_toggle_transpose . . . 621
13.61.4.26 m_image_transpose . . . 622
13.61.4.27 m_menu_midich . . . 622
13.61.4.28 m_menu_midibus . . . 622
13.61.4.29 m_menu_data . . . 622
13.61.4.30 m_menu_key . . . 622
13.61.4.31 m_menu_scale . . . 622
13.61.4.32 m_menu_chords . . . 622
13.61.4.33 m_menu_sequences . . . 622
13.61.4.34 m_menu_bpm . . . 622
13.61.4.35 m_menu_bw . . . 622
13.61.4.36 m_menu_rec_vol . . . 623
13.61.4.37 m_vadjust . . . 623
13.61.4.38 m_hadjust . . . 623
13.61.4.39 m_vscroll_new . . . 623
13.61.4.40 m_hscroll_new . . . 623
13.61.4.41 m_seqkeys_wid . . . 623
13.61.4.42 m_seqtime_wid . . . 623
13.61.4.43 m_seqdata_wid . . . 623
13.61.4.44 m_seqevent_wid . . . 623
13.61.4.45 m_seqroll_wid . . . 624
13.61.4.46 m_button_lfo . . . 624

13.61.4.47m_lfo_wnd . . . 624
13.61.4.48m_table . . . 624
13.61.4.49m_vbox . . . 624
13.61.4.50m_hbox . . . 624
13.61.4.51m_hbox2 . . . 624
13.61.4.52m_button_undo . . . 624
13.61.4.53m_button_redo . . . 624
13.61.4.54m_button_quantize . . . 625
13.61.4.55m_button_tools . . . 625
13.61.4.56m_button_sequence . . . 625
13.61.4.57m_entry_sequence . . . 625
13.61.4.58m_button_bus . . . 625
13.61.4.59m_entry_bus . . . 625
13.61.4.60m_button_channel . . . 625
13.61.4.61m_entry_channel . . . 625
13.61.4.62m_button_snap . . . 625
13.61.4.63m_entry_snap . . . 625
13.61.4.64m_button_note_length . . . 626
13.61.4.65m_entry_note_length . . . 626
13.61.4.66m_button_zoom . . . 626
13.61.4.67m_entry_zoom . . . 626
13.61.4.68m_button_length . . . 626
13.61.4.69m_entry_length . . . 626
13.61.4.70m_button_key . . . 626
13.61.4.71m_entry_key . . . 626
13.61.4.72m_button_scale . . . 626
13.61.4.73m_entry_scale . . . 626
13.61.4.74m_button_chord . . . 627
13.61.4.75m_entry_chord . . . 627
13.61.4.76m_tooltips . . . 627

13.61.4.77m_button_data . . . 627
13.61.4.78m_entry_data . . . 627
13.61.4.79m_button_bpm . . . 627
13.61.4.80m_entry_bpm . . . 627
13.61.4.81m_button_bw . . . 627
13.61.4.82m_entry_bw . . . 627
13.61.4.83m_button_rec_vol . . . 627
13.61.4.84m_toggle_play . . . 628
13.61.4.85m_toggle_record . . . 628
13.61.4.86m_toggle_q_rec . . . 628
13.61.4.87m_toggle_thru . . . 628
13.61.4.88m_entry_name . . . 628
13.61.4.89m_editing_status . . . 628
13.61.4.90m_editing_cc . . . 628
13.61.4.91m_have_focus . . . 628
13.62seq64::seqevent Class Reference . . . 629
13.62.1 Constructor & Destructor Documentation . . . 632
13.62.1.1 seqevent() . . . 632
13.62.1.2 ∼seqevent() . . . 632
13.62.2 Member Function Documentation . . . 633
13.62.2.1 reset() . . . 633
13.62.2.2 redraw() . . . 633
13.62.2.3 set_zoom() . . . 633
13.62.2.4 set_snap() . . . 633
13.62.2.5 set_data_type() . . . 633
13.62.2.6 update_sizes() . . . 634
13.62.2.7 draw_background() . . . 634
13.62.2.8 draw_events_on_pixmap() . . . 634
13.62.2.9 draw_pixmap_on_window() . . . 634
13.62.2.10draw_selection_on_window() . . . 634

13.62.2.11 update_pixmap() . . . 634
13.62.2.12 force_draw() . . . 634
13.62.2.13 idle_redraw() . . . 635
13.62.2.14 x_to_w() . . . 635
13.62.2.15 drop_event() . . . 635
13.62.2.16 draw_events_on() . . . 635
13.62.2.17 start_paste() . . . 636
13.62.2.18 change_horz() . . . 636
13.62.2.19 convert_x() . . . 636
13.62.2.20 convert_t() . . . 636
13.62.2.21 snap_y() . . . 637
13.62.2.22 snap_x() . . . 637
13.62.2.23 on_realize() . . . 637
13.62.2.24 on_expose_event() . . . 637
13.62.2.25 on_button_press_event() . . . 637
13.62.2.26 on_button_release_event() . . . 638
13.62.2.27 on_motion_notify_event() . . . 638
13.62.2.28 on_focus_in_event() . . . 639
13.62.2.29 on_focus_out_event() . . . 639
13.62.2.30 on_key_press_event() . . . 639
13.62.2.31 on_size_allocate() . . . 639
13.62.3 Friends And Related Function Documentation . . . 640
13.62.3.1 FruitySeqEventInput . . . 640
13.62.3.2 Seq24SeqEventInput . . . 640
13.62.4 Field Documentation . . . 640
13.62.4.1 m_fruity_interaction . . . 640
13.62.4.2 m_seq24_interaction . . . 640
13.62.4.3 m_seq . . . 640
13.62.4.4 m_zoom . . . 640
13.62.4.5 m_snap . . . 640

13.62.4.6 m_ppqn . . . 641
13.62.4.7 m_old . . . 641
13.62.4.8 m_selected . . . 641
13.62.4.9 m_scroll_offset_ticks . . . 641
13.62.4.10 m_scroll_offset_x . . . 641
13.62.4.11 m_seqdata_wid . . . 641
13.62.4.12 m_selecting . . . 641
13.62.4.13 m_moving_init . . . 641
13.62.4.14 m_moving . . . 641
13.62.4.15 m_growing . . . 642
13.62.4.16 m_painting . . . 642
13.62.4.17 m_paste . . . 642
13.62.4.18 m_move_snap_offset_x . . . 642
13.62.4.19 m_status . . . 642
13.62.4.20 m_cc . . . 642
13.63 seq64::seqkeys Class Reference . . . 643
13.63.1 Detailed Description . . . 645
13.63.2 Constructor & Destructor Documentation . . . 645
13.63.2.1 seqkeys() . . . 645
13.63.2.2 ~seqkeys() . . . 646
13.63.3 Member Function Documentation . . . 646
13.63.3.1 set_scale() . . . 646
13.63.3.2 set_key() . . . 646
13.63.3.3 set_hint_key() . . . 646
13.63.3.4 set_hint_state() . . . 646
13.63.3.5 force_draw() . . . 647
13.63.3.6 set_listen_button_press() . . . 647
13.63.3.7 set_listen_button_release() . . . 647
13.63.3.8 set_listen_motion_notify() . . . 647
13.63.3.9 draw_area() . . . 647

13.63.3.10 update_pixmap() . . . 647
13.63.3.11 convert_y() . . . 647
13.63.3.12 draw_key() . . . 648
13.63.3.13 change_vert() . . . 648
13.63.3.14 update_sizes() . . . 648
13.63.3.15 reset() . . . 648
13.63.3.16 is_black_key() . . . 648
13.63.3.17 on_realize() . . . 649
13.63.3.18 on_expose_event() . . . 649
13.63.3.19 on_button_press_event() . . . 649
13.63.3.20 on_button_release_event() . . . 649
13.63.3.21 on_motion_notify_event() . . . 650
13.63.3.22 on_enter_notify_event() . . . 650
13.63.3.23 on_leave_notify_event() . . . 650
13.63.3.24 on_scroll_event() . . . 650
13.63.3.25 on_size_allocate() . . . 651
13.63.4 Friends And Related Function Documentation . . . 651
13.63.4.1 seqroll . . . 651
13.63.4.2 FruitySeqRollInput . . . 651
13.63.5 Field Documentation . . . 651
13.63.5.1 m_seq . . . 651
13.63.5.2 m_scroll_offset_key . . . 651
13.63.5.3 m_scroll_offset_y . . . 651
13.63.5.4 m_hint_state . . . 652
13.63.5.5 m_hint_key . . . 652
13.63.5.6 m_keying . . . 652
13.63.5.7 m_keying_note . . . 652
13.63.5.8 m_scale . . . 652
13.63.5.9 m_key . . . 652
13.63.5.10 m_show_octave_letters . . . 652

13.64 seq64::seqmenu Class Reference . . . 653
13.64.1 Detailed Description . . . 656
13.64.2 Member Typedef Documentation . . . 656
13.64.2.1 SeqeditMap . . . 656
13.64.2.2 SeqeditPair . . . 656
13.64.2.3 iterator . . . 656
13.64.2.4 const_iterator . . . 657
13.64.3 Constructor & Destructor Documentation . . . 657
13.64.3.1 seqmenu() . . . 657
13.64.3.2 ~seqmenu() . . . 657
13.64.4 Member Function Documentation . . . 657
13.64.4.1 current_seq() [1/2] . . . 657
13.64.4.2 is_modified() [1/2] . . . 657
13.64.4.3 current_seq() [2/2] . . . 657
13.64.4.4 set_edit_sequence() . . . 658
13.64.4.5 unset_edit_sequence() . . . 658
13.64.4.6 is_edit_sequence() . . . 658
13.64.4.7 is_modified() [2/2] . . . 658
13.64.4.8 get_current_sequence() . . . 658
13.64.4.9 get_sequence() . . . 658
13.64.4.10 is_current_seq_active() . . . 658
13.64.4.11 is_current_seq_in_edit() . . . 658
13.64.4.12 new_current_sequence() . . . 658
13.64.4.13 new_sequence() . . . 659
13.64.4.14 delete_current_sequence() . . . 659
13.64.4.15 toggle_current_sequence() . . . 659
13.64.4.16 popup_menu() . . . 659
13.64.4.17 seq_edit() . . . 659
13.64.4.18 seq_event_edit() . . . 659
13.64.4.19 create_seqedit() . . . 659

13.64.4.20 remove_seqedit() . . . 660
13.64.4.21 seq_set_and_edit() . . . 660
13.64.4.22 seq_set_and_eventedit() . . . 660
13.64.4.23 redraw() . . . 661
13.64.4.24 seq_new() . . . 661
13.64.4.25 seq_copy() . . . 661
13.64.4.26 seq_cut() . . . 661
13.64.4.27 seq_paste() . . . 661
13.64.4.28 seq_clear_perf() . . . 661
13.64.4.29 set_bus_and_midi_channel() . . . 661
13.64.4.30 set_transposable() . . . 662
13.64.4.31 mute_all_tracks() . . . 662
13.64.4.32 unmute_all_tracks() . . . 662
13.64.4.33 toggle_all_tracks() . . . 662
13.64.4.34 on_realize() . . . 662
13.64.5 Friends And Related Function Documentation . . . 662
13.64.5.1 mainwnd . . . 662
13.64.5.2 seqedit . . . 662
13.64.6 Field Documentation . . . 663
13.64.6.1 sm_seqedit_list . . . 663
13.64.6.2 m_menu . . . 663
13.64.6.3 m_mainperf . . . 663
13.64.6.4 m_clipboard . . . 663
13.64.6.5 m_seqedit . . . 663
13.64.6.6 m_eventedit . . . 663
13.64.6.7 m_current_seq . . . 663
13.64.6.8 m_modified . . . 663
13.65 seq64::seqroll Class Reference . . . 664
13.65.1 Constructor & Destructor Documentation . . . 669
13.65.1.1 seqroll() . . . 669

13.65.1.2 ~seqroll() . . . 670
13.65.2 Member Function Documentation . . . 670
13.65.2.1 set_snap() . . . 670
13.65.2.2 set_zoom() . . . 670
13.65.2.3 set_note_length() . . . 670
13.65.2.4 note_off_length() . . . 671
13.65.2.5 add_note() . . . 671
13.65.2.6 add_chord() . . . 671
13.65.2.7 set_key() . . . 671
13.65.2.8 set_scale() . . . 672
13.65.2.9 set_chord() . . . 672
13.65.2.10 set_data_type() . . . 672
13.65.2.11 set_background_sequence() . . . 672
13.65.2.12 update_pixmap() . . . 672
13.65.2.13 update_sizes() . . . 673
13.65.2.14 update_background() . . . 673
13.65.2.15 draw_background_on_pixmap() . . . 673
13.65.2.16 draw_events_on_pixmap() . . . 673
13.65.2.17 draw_selection_on_window() . . . 673
13.65.2.18 draw_progress_on_window() . . . 674
13.65.2.19 reset() . . . 674
13.65.2.20 update_and_draw() . . . 674
13.65.2.21 redraw() . . . 674
13.65.2.22 redraw_events() . . . 674
13.65.2.23 start_paste() . . . 674
13.65.2.24 complete_paste() [1/2] . . . 675
13.65.2.25 complete_paste() [2/2] . . . 675
13.65.2.26 follow_progress() . . . 675
13.65.2.27 force_draw() . . . 675
13.65.2.28 horizontal_adjust() . . . 675

13.65.2.29 vertical_adjust() . . . 675
13.65.2.30 snap_y() . . . 676
13.65.2.31 snap_x() . . . 676
13.65.2.32 convert_xy() . . . 676
13.65.2.33 convert_tn() . . . 676
13.65.2.34 xy_to_rect() . . . 677
13.65.2.35 convert_tn_box_to_rect() . . . 677
13.65.2.36 convert_sel_box_to_rect() . . . 678
13.65.2.37 get_selected_box() . . . 678
13.65.2.38 draw_events_on() . . . 678
13.65.2.39 idle_redraw() . . . 678
13.65.2.40 idle_progress() . . . 679
13.65.2.41 change_horz() . . . 679
13.65.2.42 change_vert() . . . 679
13.65.2.43 move_selection_box() . . . 679
13.65.2.44 move_selected_notes() . . . 679
13.65.2.45 grow_selected_notes() . . . 681
13.65.2.46 set_adding() . . . 681
13.65.2.47 update_mouse_pointer() . . . 681
13.65.2.48 button_press_initial() . . . 681
13.65.2.49 align_selection() . . . 682
13.65.2.50 button_press() . . . 682
13.65.2.51 button_release() . . . 682
13.65.2.52 motion_notify() . . . 683
13.65.2.53 clear_selected() . . . 683
13.65.2.54 clear_old() . . . 683
13.65.2.55 clear_flags() . . . 683
13.65.2.56 scroll_offset_x() . . . 683
13.65.2.57 scroll_offset_y() . . . 683
13.65.2.58 set_current_offset_x_y() . . . 684

13.65.2.59 adding() . . . 684
13.65.2.60 selecting() . . . 684
13.65.2.61 growing() . . . 684
13.65.2.62 normal_action() . . . 685
13.65.2.63 select_action() . . . 685
13.65.2.64 drop_action() . . . 685
13.65.2.65 moving() . . . 685
13.65.2.66 on_realize() . . . 685
13.65.2.67 on_expose_event() . . . 685
13.65.2.68 on_button_press_event() . . . 686
13.65.2.69 on_button_release_event() . . . 686
13.65.2.70 on_motion_notify_event() . . . 686
13.65.2.71 on_focus_in_event() . . . 687
13.65.2.72 on_focus_out_event() . . . 687
13.65.2.73 on_key_press_event() . . . 687
13.65.2.74 on_scroll_event() . . . 688
13.65.2.75 on_size_allocate() . . . 688
13.65.2.76 on_leave_notify_event() . . . 688
13.65.2.77 on_enter_notify_event() . . . 688
13.65.3 Friends And Related Function Documentation . . . 689
13.65.3.1 FruitySeqRollInput . . . 689
13.65.4 Field Documentation . . . 689
13.65.4.1 m_horizontal_adjust . . . 689
13.65.4.2 m_vertical_adjust . . . 689
13.65.4.3 m_old . . . 689
13.65.4.4 m_selected . . . 689
13.65.4.5 m_seq . . . 689
13.65.4.6 m_seqkeys_wid . . . 689
13.65.4.7 m_fruity_interaction . . . 689
13.65.4.8 m_pos . . . 690

13.65.4.9 m_zoom . . . 690
13.65.4.10 m_snap . . . 690
13.65.4.11 m_ppqn . . . 690
13.65.4.12 m_note_length . . . 690
13.65.4.13 m_scale . . . 690
13.65.4.14 m_chord . . . 690
13.65.4.15 m_key . . . 690
13.65.4.16 m_adding . . . 690
13.65.4.17 m_selecting . . . 691
13.65.4.18 m_moving . . . 691
13.65.4.19 m_moving_init . . . 691
13.65.4.20 m_growing . . . 691
13.65.4.21 m_painting . . . 691
13.65.4.22 m_paste . . . 691
13.65.4.23 m_is_drag_pasting . . . 691
13.65.4.24 m_is_drag_pasting_start . . . 691
13.65.4.25 m_justselected_one . . . 691
13.65.4.26 m_move_delta_x . . . 692
13.65.4.27 m_move_delta_y . . . 692
13.65.4.28 m_move_snap_offset_x . . . 692
13.65.4.29 m_progress_x . . . 692
13.65.4.30 m_scroll_offset_ticks . . . 692
13.65.4.31 m_scroll_offset_key . . . 692
13.65.4.32 m_scroll_offset_x . . . 692
13.65.4.33 m_scroll_offset_y . . . 692
13.65.4.34 m_transport_follow . . . 692
13.65.4.35 m_trans_button_press . . . 692
13.65.4.36 m_background_sequence . . . 693
13.65.4.37 m_drawing_background_seq . . . 693
13.65.4.38 m_status . . . 693

13.65.4.39 m_cc . . . 693
13.66 seq64::seqtime Class Reference . . . 693
13.66.1 Constructor & Destructor Documentation . . . 695
13.66.1.1 seqtime() . . . 695
13.66.1.2 ~seqtime() . . . 696
13.66.2 Member Function Documentation . . . 696
13.66.2.1 reset() . . . 696
13.66.2.2 redraw() . . . 696
13.66.2.3 set_zoom() . . . 696
13.66.2.4 draw_pixmap_on_window() . . . 696
13.66.2.5 draw_progress_on_window() . . . 696
13.66.2.6 update_pixmap() . . . 696
13.66.2.7 change_horz() . . . 697
13.66.2.8 update_sizes() . . . 697
13.66.2.9 idle_progress() . . . 697
13.66.2.10 on_realize() . . . 697
13.66.2.11 on_expose_event() . . . 697
13.66.2.12 on_size_allocate() . . . 697
13.66.2.13 on_button_press_event() . . . 698
13.66.2.14 on_button_release_event() . . . 698
13.66.3 Field Documentation . . . 698
13.66.3.1 m_seq . . . 698
13.66.3.2 m_scroll_offset_ticks . . . 698
13.66.3.3 m_scroll_offset_x . . . 698
13.66.3.4 m_zoom . . . 698
13.66.3.5 m_ppqn . . . 698
13.67 seq64::sequence Class Reference . . . 698
13.67.1 Detailed Description . . . 709
13.67.2 Member Typedef Documentation . . . 709
13.67.2.1 EventStack . . . 709

13.67.3 Member Enumeration Documentation . . . 709
13.67.3.1 select_action_e . . . 709
13.67.4 Constructor & Destructor Documentation . . . 710
13.67.4.1 sequence() . . . 710
13.67.4.2 ~sequence() . . . 710
13.67.5 Member Function Documentation . . . 710
13.67.5.1 operator=() . . . 710
13.67.5.2 partial_assign() . . . 710
13.67.5.3 events() [1/2] . . . 711
13.67.5.4 events() [2/2] . . . 711
13.67.5.5 any_selected_notes() . . . 711
13.67.5.6 triggerlist() [1/2] . . . 711
13.67.5.7 triggerlist() [2/2] . . . 711
13.67.5.8 get_trigger_count() . . . 711
13.67.5.9 set_trigger_paste_tick() . . . 711
13.67.5.10 get_trigger_paste_tick() . . . 711
13.67.5.11 number() [1/2] . . . 711
13.67.5.12 number() [2/2] . . . 712
13.67.5.13 modify() . . . 712
13.67.5.14 event_count() . . . 712
13.67.5.15 set_hold_undo() . . . 712
13.67.5.16 get_hold_undo() . . . 712
13.67.5.17 set_have_undo() . . . 712
13.67.5.18 have_undo() . . . 713
13.67.5.19 set_have_redo() . . . 713
13.67.5.20 have_redo() . . . 713
13.67.5.21 push_undo() . . . 713
13.67.5.22 pop_undo() . . . 713
13.67.5.23 pop_redo() . . . 713
13.67.5.24 push_trigger_undo() . . . 713

13.67.5.25 pop_trigger_undo() . . . 714
13.67.5.26 pop_trigger_redo() . . . 714
13.67.5.27 set_name() [1/2] . . . 714
13.67.5.28 set_name() [2/2] . . . 714
13.67.5.29 set_measures() . . . 714
13.67.5.30 get_measures() . . . 714
13.67.5.31 get_ppqn() . . . 714
13.67.5.32 set_beats_per_bar() . . . 714
13.67.5.33 get_beats_per_bar() . . . 715
13.67.5.34 set_beat_width() . . . 715
13.67.5.35 get_beat_width() . . . 715
13.67.5.36 measures_to_ticks() . . . 715
13.67.5.37 clocks_per_metronome() [1/2] . . . 715
13.67.5.38 clocks_per_metronome() [2/2] . . . 715
13.67.5.39 set_32nds_per_quarter() . . . 715
13.67.5.40 get_32nds_per_quarter() . . . 716
13.67.5.41 us_per_quarter_note() [1/2] . . . 716
13.67.5.42 us_per_quarter_note() [2/2] . . . 716
13.67.5.43 set_rec_vol() . . . 716
13.67.5.44 set_song_mute() . . . 716
13.67.5.45 toggle_song_mute() . . . 716
13.67.5.46 get_song_mute() . . . 716
13.67.5.47 apply_song_transpose() . . . 716
13.67.5.48 set_transposable() . . . 717
13.67.5.49 get_transposable() . . . 717
13.67.5.50 get_name() . . . 717
13.67.5.51 name() . . . 717
13.67.5.52 set_editing() . . . 717
13.67.5.53 get_editing() . . . 717
13.67.5.54 set_raise() . . . 717

13.67.5.55 get_raise() . . . 717
13.67.5.56 set_length() . . . 718
13.67.5.57 get_length() . . . 718
13.67.5.58 get_last_tick() . . . 718
13.67.5.59 set_last_tick() . . . 719
13.67.5.60 mod_last_tick() . . . 719
13.67.5.61 set_playing() . . . 719
13.67.5.62 get_playing() . . . 719
13.67.5.63 toggle_playing() . . . 719
13.67.5.64 toggle_queued() . . . 719
13.67.5.65 off_queued() . . . 720
13.67.5.66 on_queued() . . . 720
13.67.5.67 get_queued() . . . 720
13.67.5.68 get_queued_tick() . . . 720
13.67.5.69 check_queued_tick() . . . 720
13.67.5.70 set_recording() . . . 720
13.67.5.71 get_recording() . . . 720
13.67.5.72 set_snap_tick() . . . 720
13.67.5.73 set_quantized_rec() . . . 721
13.67.5.74 get_quantized_rec() . . . 721
13.67.5.75 set_thru() . . . 721
13.67.5.76 get_thru() . . . 721
13.67.5.77 is_dirty_main() . . . 721
13.67.5.78 is_dirty_edit() . . . 721
13.67.5.79 is_dirty_perf() . . . 722
13.67.5.80 is_dirty_names() . . . 722
13.67.5.81 set_dirty_mp() . . . 722
13.67.5.82 set_dirty() . . . 722
13.67.5.83 get_midi_channel() . . . 722
13.67.5.84 is_smf_0() . . . 722

13.67.5.85 set_midi_channel() . . . 722
13.67.5.86 print() . . . 723
13.67.5.87 print_triggers() . . . 723
13.67.5.88 play() . . . 723
13.67.5.89 play_queue() . . . 724
13.67.5.90 add_note() . . . 724
13.67.5.91 add_event() [1/2] . . . 725
13.67.5.92 add_chord() . . . 725
13.67.5.93 add_event() [2/2] . . . 726
13.67.5.94 append_event() . . . 726
13.67.5.95 sort_events() . . . 726
13.67.5.96 add_trigger() . . . 727
13.67.5.97 split_trigger() . . . 727
13.67.5.98 grow_trigger() . . . 727
13.67.5.99 del_trigger() . . . 728
13.67.5.100 get_trigger_state() . . . 728
13.67.5.101 select_trigger() . . . 728
13.67.5.102 get_triggers() . . . 728
13.67.5.103 unselect_triggers() . . . 729
13.67.5.104 intersect_triggers() . . . 729
13.67.5.105 intersect_notes() . . . 729
13.67.5.106 intersect_events() . . . 730
13.67.5.107 del_selected_trigger() . . . 730
13.67.5.108 cut_selected_trigger() . . . 730
13.67.5.109 copy_selected_trigger() . . . 731
13.67.5.110 paste_trigger() . . . 731
13.67.5.111 move_selected_triggers_to() . . . 731
13.67.5.112 selected_trigger_start() . . . 732
13.67.5.113 selected_trigger_end() . . . 732
13.67.5.114 get_max_trigger() . . . 732

13.67.5.115 move_triggers() . . . 732
13.67.5.116 copy_triggers() . . . 733
13.67.5.117 clear_triggers() . . . 733
13.67.5.118 get_trigger_offset() . . . 733
13.67.5.119 set_midi_bus() . . . 733
13.67.5.120 get_midi_bus() . . . 733
13.67.5.121 set_master_midi_bus() . . . 733
13.67.5.122 select_note_events() . . . 734
13.67.5.123 select_events() [1/3] . . . 734
13.67.5.124 select_events() [2/3] . . . 735
13.67.5.125 select_events() [3/3] . . . 735
13.67.5.126 select_event_handle() . . . 736
13.67.5.127 select_linked() . . . 736
13.67.5.128 select_even_or_odd_notes() . . . 736
13.67.5.129 select_all_notes() . . . 737
13.67.5.130 get_num_selected_notes() . . . 737
13.67.5.131 get_num_selected_events() . . . 737
13.67.5.132 select_all() . . . 738
13.67.5.133 copy_selected() . . . 738
13.67.5.134 cut_selected() . . . 738
13.67.5.135 paste_selected() . . . 739
13.67.5.136 get_selected_box() . . . 739
13.67.5.137 get_clipboard_box() . . . 740
13.67.5.138 adjust_timestamp() . . . 740
13.67.5.139 trim_timestamp() . . . 741
13.67.5.140 clip_timestamp() . . . 741
13.67.5.141 move_selected_notes() . . . 741
13.67.5.142 stream_event() . . . 742
13.67.5.143 change_event_data_range() . . . 743
13.67.5.144 change_event_data_lfo() . . . 744

13.67.5.145 increment_selected() . . . 744
13.67.5.146 decrement_selected() . . . 745
13.67.5.147 grow_selected() . . . 745
13.67.5.148 stretch_selected() . . . 746
13.67.5.149 remove_marked() . . . 746
13.67.5.150 mark_selected() . . . 746
13.67.5.151 remove_selected() . . . 746
13.67.5.152 repaint_all() . . . 747
13.67.5.153 unselect() . . . 747
13.67.5.154 verify_and_link() . . . 747
13.67.5.155 link_new() . . . 747
13.67.5.156 zero_markers() . . . 747
13.67.5.157 play_note_on() . . . 747
13.67.5.158 play_note_off() . . . 748
13.67.5.159 off_playing_notes() . . . 748
13.67.5.160 pause() . . . 748
13.67.5.161 reset() . . . 748
13.67.5.162 reset_draw_marker() . . . 748
13.67.5.163 reset_draw_trigger_marker() . . . 749
13.67.5.164 get_next_note_event() . . . 749
13.67.5.165 get_minmax_note_events() . . . 749
13.67.5.166 get_next_event() [1/2] . . . 750
13.67.5.167 get_next_event() [2/2] . . . 750
13.67.5.168 get_next_trigger() . . . 750
13.67.5.169 quantize_events() . . . 751
13.67.5.170 push_quantize() . . . 751
13.67.5.171 transpose_notes() . . . 751
13.67.5.172 shift_notes() . . . 752
13.67.5.173 multiply_pattern() . . . 752
13.67.5.174 musical_key() [1/2] . . . 752

13.67.5.175 musical_key() [2/2] . . . 752
13.67.5.176 musical_scale() [1/2] . . . 752
13.67.5.177 musical_scale() [2/2] . . . 752
13.67.5.178 background_sequence() [1/2] . . . 752
13.67.5.179 background_sequence() [2/2] . . . 752
13.67.5.180 show_events() . . . 752
13.67.5.181 copy_events() . . . 753
13.67.5.182 note_off_margin() . . . 754
13.67.5.183 event_in_range() . . . 754
13.67.5.184 set_parent() . . . 754
13.67.5.185 put_event_on_bus() . . . 754
13.67.5.186 set_trigger_offset() . . . 755
13.67.5.187 adjust_trigger_offsets_to_length() . . . 755
13.67.5.188 adjust_offset() . . . 755
13.67.5.189 remove() [1/2] . . . 755
13.67.5.190 remove() [2/2] . . . 756
13.67.5.191 remove_all() . . . 756
13.67.5.192 channel_match() . . . 756
13.67.6 Friends And Related Function Documentation . . . 756
13.67.6.1 perform . . . 756
13.67.6.2 triggers . . . 756
13.67.7 Field Documentation . . . 757
13.67.7.1 m_events_clipboard . . . 757
13.67.7.2 m_parent . . . 757
13.67.7.3 m_events . . . 757
13.67.7.4 m_triggers . . . 757
13.67.7.5 m_events_undo_hold . . . 757
13.67.7.6 m_have_undo . . . 757
13.67.7.7 m_have_redo . . . 757
13.67.7.8 m_events_undo . . . 758

13.67.7.9 m_events_redo . . . 758
13.67.7.10 m_iterator_draw . . . 758
13.67.7.11 m_channel_match . . . 758
13.67.7.12 m_midi_channel . . . 758
13.67.7.13 m_bus . . . 758
13.67.7.14 m_song_mute . . . 758
13.67.7.15 m_transposable . . . 758
13.67.7.16 m_notes_on . . . 758
13.67.7.17 m_masterbus . . . 759
13.67.7.18 m_playing_notes . . . 759
13.67.7.19 m_was_playing . . . 759
13.67.7.20 m_playing . . . 759
13.67.7.21 m_recording . . . 759
13.67.7.22 m_quantized_rec . . . 759
13.67.7.23 m_thru . . . 759
13.67.7.24 m_queued . . . 759
13.67.7.25 m_dirty_main . . . 759
13.67.7.26 m_dirty_edit . . . 760
13.67.7.27 m_dirty_perf . . . 760
13.67.7.28 m_dirty_names . . . 760
13.67.7.29 m_editing . . . 760
13.67.7.30 m_raise . . . 760
13.67.7.31 m_name . . . 760
13.67.7.32 m_last_tick . . . 760
13.67.7.33 m_queued_tick . . . 760
13.67.7.34 m_trigger_offset . . . 760
13.67.7.35 m_maxbeats . . . 761
13.67.7.36 m_ppqn . . . 761
13.67.7.37 m_seq_number . . . 761
13.67.7.38 m_length . . . 761

13.67.7.39 m_snap_tick . . . 761
13.67.7.40 m_time_beats_per_measure . . . 761
13.67.7.41 m_time_beat_width . . . 761
13.67.7.42 m_clocks_per_metronome . . . 761
13.67.7.43 m_32nds_per_quarter . . . 762
13.67.7.44 m_us_per_quarter_note . . . 762
13.67.7.45 m_rec_vol . . . 762
13.67.7.46 m_note_on_velocity . . . 762
13.67.7.47 m_note_off_velocity . . . 762
13.67.7.48 m_musical_key . . . 762
13.67.7.49 m_musical_scale . . . 762
13.67.7.50 m_background_sequence . . . 763
13.67.7.51 m_mutex . . . 763
13.67.7.52 m_note_off_margin . . . 763
13.68 seq64::trigger Class Reference . . . 763
13.68.1 Detailed Description . . . 764
13.68.2 Constructor & Destructor Documentation . . . 764
13.68.2.1 trigger() . . . 764
13.68.3 Member Function Documentation . . . 764
13.68.3.1 operator<() . . . 764
13.68.3.2 length() . . . 765
13.68.3.3 tick_start() [1/2] . . . 765
13.68.3.4 tick_start() [2/2] . . . 765
13.68.3.5 increment_tick_start() . . . 765
13.68.3.6 decrement_tick_start() . . . 765
13.68.3.7 tick_end() [1/2] . . . 765
13.68.3.8 tick_end() [2/2] . . . 765
13.68.3.9 increment_tick_end() . . . 765
13.68.3.10 decrement_tick_end() . . . 766
13.68.3.11 offset() [1/2] . . . 766

13.68.3.12 offset() [2/2] . . . 766
13.68.3.13 increment_offset() . . . 766
13.68.3.14 decrement_offset() . . . 766
13.68.3.15 selected() [1/2] . . . 766
13.68.3.16 selected() [2/2] . . . 766
13.68.4 Field Documentation . . . 766
13.68.4.1 m_tick_start . . . 766
13.68.4.2 m_tick_end . . . 766
13.68.4.3 m_offset . . . 767
13.68.4.4 m_selected . . . 767
13.69 seq64::triggers Class Reference . . . 767
13.69.1 Member Typedef Documentation . . . 769
13.69.1.1 List . . . 769
13.69.1.2 Stack . . . 770
13.69.2 Member Enumeration Documentation . . . 770
13.69.2.1 grow_edit_t . . . 770
13.69.3 Constructor & Destructor Documentation . . . 771
13.69.3.1 triggers() . . . 771
13.69.3.2 ~triggers() . . . 771
13.69.4 Member Function Documentation . . . 771
13.69.4.1 operator=() . . . 771
13.69.4.2 set_ppqn() . . . 771
13.69.4.3 set_length() . . . 772
13.69.4.4 triggerlist() [1/2] . . . 772
13.69.4.5 triggerlist() [2/2] . . . 772
13.69.4.6 push_undo() . . . 772
13.69.4.7 pop_undo() . . . 772
13.69.4.8 pop_redo() . . . 772
13.69.4.9 print() . . . 772
13.69.4.10 play() . . . 772

13.69.4.11 add() . . . 773
13.69.4.12 adjust_offsets_to_length() . . . 774
13.69.4.13 split() [1/2] . . . 774
13.69.4.14 grow() . . . 774
13.69.4.15 remove() . . . 774
13.69.4.16 get_state() . . . 775
13.69.4.17 select() . . . 775
13.69.4.18 unselect() . . . 775
13.69.4.19 intersect() . . . 776
13.69.4.20 remove_selected() . . . 777
13.69.4.21 copy_selected() . . . 777
13.69.4.22 paste() . . . 777
13.69.4.23 move_selected() . . . 777
13.69.4.24 get_selected_start() . . . 778
13.69.4.25 get_selected_end() . . . 778
13.69.4.26 get_maximum() . . . 778
13.69.4.27 move() . . . 778
13.69.4.28 copy() . . . 779
13.69.4.29 clear() . . . 780
13.69.4.30 next() . . . 780
13.69.4.31 next_trigger() . . . 780
13.69.4.32 reset_draw_trigger_marker() . . . 780
13.69.4.33 set_trigger_paste_tick() . . . 781
13.69.4.34 get_trigger_paste_tick() . . . 781
13.69.4.35 adjust_offset() . . . 781
13.69.4.36 split() [2/2] . . . 781
13.69.5 Friends And Related Function Documentation . . . 781
13.69.5.1 midi_container . . . 781
13.69.5.2 midifile . . . 781
13.69.5.3 sequence . . . 782

13.69.5.4 Seq24PerfInput . . . 782
13.69.5.5 FruityPerfInput . . . 782
13.69.6 Field Documentation . . . 782
13.69.6.1 m_parent . . . 782
13.69.6.2 m_triggers . . . 782
13.69.6.3 m_clipboard . . . 782
13.69.6.4 m_undo_stack . . . 782
13.69.6.5 m_redo_stack . . . 782
13.69.6.6 m_iterator_play_trigger . . . 782
13.69.6.7 m_iterator_draw_trigger . . . 782
13.69.6.8 m_trigger_copied . . . 783
13.69.6.9 m_paste_tick . . . 783
13.69.6.10 m_ppqn . . . 783
13.69.6.11 m_length . . . 783
13.70 seq64::user_instrument Class Reference . . . 783
13.70.1 Detailed Description . . . 784
13.70.2 Constructor & Destructor Documentation . . . 784
13.70.2.1 user_instrument() [1/2] . . . 784
13.70.2.2 user_instrument() [2/2] . . . 784
13.70.3 Member Function Documentation . . . 784
13.70.3.1 operator=() . . . 785
13.70.3.2 is_valid() . . . 785
13.70.3.3 set_defaults() . . . 785
13.70.3.4 name() . . . 785
13.70.3.5 controller_count() . . . 785
13.70.3.6 controller_max() . . . 785
13.70.3.7 controller_name() . . . 785
13.70.3.8 controller_active() . . . 786
13.70.3.9 set_controller() . . . 786
13.70.3.10 set_name() . . . 786

13.70.3.11 copy_definitions() . . . 787
13.70.4 Field Documentation . . . 787
13.70.4.1 m_is_valid . . . 787
13.70.4.2 m_controller_count . . . 787
13.70.4.3 m_instrument_def . . . 787
13.71 seq64::user_instrument_t Struct Reference . . . 787
13.71.1 Field Documentation . . . 788
13.71.1.1 instrument . . . 788
13.71.1.2 controllers . . . 788
13.71.1.3 controllers_active . . . 788
13.72 seq64::user_midi_bus Class Reference . . . 788
13.72.1 Detailed Description . . . 789
13.72.2 Constructor & Destructor Documentation . . . 789
13.72.2.1 user_midi_bus() [1/2] . . . 789
13.72.2.2 user_midi_bus() [2/2] . . . 789
13.72.3 Member Function Documentation . . . 789
13.72.3.1 operator=() . . . 790
13.72.3.2 is_valid() . . . 790
13.72.3.3 set_defaults() . . . 790
13.72.3.4 name() . . . 790
13.72.3.5 channel_count() . . . 790
13.72.3.6 channel_max() . . . 790
13.72.3.7 instrument() . . . 790
13.72.3.8 set_instrument() . . . 791
13.72.3.9 set_name() . . . 791
13.72.3.10 copy_definitions() . . . 791
13.72.4 Field Documentation . . . 791
13.72.4.1 m_is_valid . . . 791
13.72.4.2 m_channel_count . . . 791
13.72.4.3 m_midi_bus_def . . . 792

13.73 seq64::user_midi_bus_t Struct Reference . . . 792
13.73.1 Field Documentation . . . 792
13.73.1.1 alias . . . 792
13.73.1.2 instrument . . . 792
13.74 seq64::user_settings Class Reference . . . 792
13.74.1 Detailed Description . . . 800
13.74.2 Member Typedef Documentation . . . 800
13.74.2.1 Busses . . . 800
13.74.2.2 BussIterator . . . 800
13.74.2.3 BussConstIterator . . . 800
13.74.2.4 Instruments . . . 800
13.74.2.5 InstrumentIterator . . . 800
13.74.2.6 InstrumentConstIterator . . . 800
13.74.3 Member Enumeration Documentation . . . 800
13.74.3.1 mainwid_grid_style_t . . . 800
13.74.4 Constructor & Destructor Documentation . . . 801
13.74.4.1 user_settings() [1/2] . . . 801
13.74.4.2 user_settings() [2/2] . . . 801
13.74.5 Member Function Documentation . . . 801
13.74.5.1 operator=() . . . 801
13.74.5.2 set_defaults() . . . 801
13.74.5.3 normalize() . . . 801
13.74.5.4 add_bus() . . . 801
13.74.5.5 add_instrument() . . . 802
13.74.5.6 bus() . . . 802
13.74.5.7 instrument() . . . 802
13.74.5.8 bus_count() . . . 802
13.74.5.9 set_bus_instrument() . . . 802
13.74.5.10 bus_instrument() . . . 802
13.74.5.11 bus_name() . . . 802

13.74.5.12 instrument_count() . . . 802
13.74.5.13 set_instrument_controllers() . . . 803
13.74.5.14 instrument_name() [1/2] . . . 803
13.74.5.15 instrument_name() [2/2] . . . 803
13.74.5.16 instrument_controller_active() . . . 803
13.74.5.17 controller_active() . . . 803
13.74.5.18 instrument_controller_name() . . . 803
13.74.5.19 controller_name() . . . 803
13.74.5.20 grid_style() [1/2] . . . 804
13.74.5.21 grid_is_normal() . . . 804
13.74.5.22 grid_is_white() . . . 804
13.74.5.23 grid_is_black() . . . 804
13.74.5.24 grid_brackets() [1/2] . . . 804
13.74.5.25 mainwnd_rows() [1/2] . . . 804
13.74.5.26 mainwnd_cols() [1/2] . . . 804
13.74.5.27 seqs_in_set() . . . 804
13.74.5.28 gmute_tracks() . . . 804
13.74.5.29 max_sets() [1/2] . . . 804
13.74.5.30 max_sequence() . . . 805
13.74.5.31 text_x() [1/2] . . . 805
13.74.5.32 text_y() [1/2] . . . 805
13.74.5.33 seqchars_x() [1/2] . . . 805
13.74.5.34 seqchars_y() [1/2] . . . 805
13.74.5.35 seqarea_x() [1/2] . . . 805
13.74.5.36 seqarea_y() [1/2] . . . 805
13.74.5.37 seqarea_seq_x() [1/2] . . . 805
13.74.5.38 seqarea_seq_y() [1/2] . . . 805
13.74.5.39 mainwid_border() [1/2] . . . 805
13.74.5.40 mainwid_spacing() [1/2] . . . 806
13.74.5.41 mainwid_x() . . . 806

13.74.5.42 mainwid_y() . . . 806
13.74.5.43 control_height() [1/2] . . . 806
13.74.5.44 zoom() [1/2] . . . 806
13.74.5.45 zoom() [2/2] . . . 806
13.74.5.46 global_seq_feature() [1/2] . . . 806
13.74.5.47 global_seq_feature() [2/2] . . . 806
13.74.5.48 seqedit_scale() [1/2] . . . 806
13.74.5.49 seqedit_scale() [2/2] . . . 807
13.74.5.50 seqedit_key() [1/2] . . . 807
13.74.5.51 seqedit_key() [2/2] . . . 807
13.74.5.52 seqedit_bgsequence() [1/2] . . . 807
13.74.5.53 seqedit_bgsequence() [2/2] . . . 807
13.74.5.54 use_new_font() [1/2] . . . 807
13.74.5.55 allow_two_perfedits() [1/2] . . . 807
13.74.5.56 perf_h_page_increment() [1/2] . . . 807
13.74.5.57 perf_v_page_increment() [1/2] . . . 807
13.74.5.58 progress_bar_colored() [1/2] . . . 807
13.74.5.59 progress_bar_thick() [1/2] . . . 808
13.74.5.60 nverse_colors() [1/2] . . . 808
13.74.5.61 window_redraw_rate() [1/2] . . . 808
13.74.5.62 use_more_icons() [1/2] . . . 808
13.74.5.63 save_user_config() [1/2] . . . 808
13.74.5.64 save_user_config() [2/2] . . . 808
13.74.5.65 grid_brackets() [2/2] . . . 808
13.74.5.66 grid_style() [2/2] . . . 808
13.74.5.67 mainwnd_rows() [2/2] . . . 808
13.74.5.68 mainwnd_cols() [2/2] . . . 809
13.74.5.69 max_sets() [2/2] . . . 809
13.74.5.70 text_x() [2/2] . . . 809
13.74.5.71 text_y() [2/2] . . . 809

13.74.5.72 seqchars_x() [2/2] . . . 809
13.74.5.73 seqchars_y() [2/2] . . . 809
13.74.5.74 seqarea_x() [2/2] . . . 809
13.74.5.75 seqarea_y() [2/2] . . . 810
13.74.5.76 seqarea_seq_x() [2/2] . . . 810
13.74.5.77 seqarea_seq_y() [2/2] . . . 810
13.74.5.78 mainwid_border() [2/2] . . . 810
13.74.5.79 mainwid_spacing() [2/2] . . . 810
13.74.5.80 control_height() [2/2] . . . 810
13.74.5.81 dump_summary() . . . 810
13.74.5.82 midi_ppqn() [1/2] . . . 810
13.74.5.83 midi_beats_per_bar() [1/2] . . . 811
13.74.5.84 midi_beats_per_minute() [1/2] . . . 811
13.74.5.85 midi_beat_width() [1/2] . . . 811
13.74.5.86 midi_buss_override() [1/2] . . . 811
13.74.5.87 min_zoom() . . . 811
13.74.5.88 max_zoom() . . . 811
13.74.5.89 baseline_ppqn() . . . 811
13.74.5.90 use_new_font() [2/2] . . . 811
13.74.5.91 allow_two_perfedits() [2/2] . . . 811
13.74.5.92 perf_h_page_increment() [2/2] . . . 812
13.74.5.93 perf_v_page_increment() [2/2] . . . 812
13.74.5.94 progress_bar_colored() [2/2] . . . 812
13.74.5.95 progress_bar_thick() [2/2] . . . 812
13.74.5.96 inverse_colors() [2/2] . . . 812
13.74.5.97 window_redraw_rate() [2/2] . . . 812
13.74.5.98 use_more_icons() [2/2] . . . 812
13.74.5.99 midi_ppqn() [2/2] . . . 812
13.74.5.100 midi_buss_override() [2/2] . . . 813
13.74.5.101 midi_beats_per_bar() [2/2] . . . 813

13.74.5.102 midi_beats_per_minute() [2/2] . . . 813
13.74.5.103 midi_beat_width() [2/2] . . . 813
13.74.5.104 private_bus() . . . 813
13.74.5.105 private_instrument() . . . 813
13.74.6 Friends And Related Function Documentation . . . 814
13.74.6.1 userfile . . . 814
13.74.7 Field Documentation . . . 814
13.74.7.1 m_midi_buses . . . 814
13.74.7.2 m_instruments . . . 814
13.74.7.3 m_grid_style . . . 814
13.74.7.4 m_grid_brackets . . . 814
13.74.7.5 m_mainwnd_rows . . . 815
13.74.7.6 m_mainwnd_cols . . . 815
13.74.7.7 m_max_sets . . . 815
13.74.7.8 m_mainwid_border . . . 815
13.74.7.9 m_mainwid_spacing . . . 815
13.74.7.10 m_control_height . . . 815
13.74.7.11 m_current_zoom . . . 815
13.74.7.12 m_global_seq_feature_save . . . 816
13.74.7.13 m_seqedit_scale . . . 816
13.74.7.14 m_seqedit_key . . . 816
13.74.7.15 m_seqedit_bgsequence . . . 816
13.74.7.16 m_use_new_font . . . 816
13.74.7.17 m_allow_two_perfedits . . . 817
13.74.7.18 m_h_perf_page_increment . . . 817
13.74.7.19 m_v_perf_page_increment . . . 817
13.74.7.20 m_progress_bar_colored . . . 817
13.74.7.21 m_progress_bar_thick . . . 817
13.74.7.22 m_inverse_colors . . . 817
13.74.7.23 m_window_redraw_rate_ms . . . 817

13.74.7.24m_use_more_icons . . . 818
13.74.7.25m_text_x . . . 818
13.74.7.26m_text_y . . . 818
13.74.7.27m_seqchars_x . . . 818
13.74.7.28m_seqchars_y . . . 818
13.74.7.29m_midi_ppqn . . . 818
13.74.7.30m_midi_beats_per_measure . . . 819
13.74.7.31m_midi_beats_per_minute . . . 819
13.74.7.32m_midi_beat_width . . . 819
13.74.7.33m_midi_buss_override . . . 819
13.74.7.34m_total_seqs . . . 819
13.74.7.35m_seqs_in_set . . . 819
13.74.7.36m_gmute_tracks . . . 820
13.74.7.37m_max_sequence . . . 820
13.74.7.38m_seqarea_x . . . 820
13.74.7.39m_seqarea_y . . . 820
13.74.7.40m_seqarea_seq_x . . . 820
13.74.7.41m_seqarea_seq_y . . . 820
13.74.7.42m_mainwid_x . . . 820
13.74.7.43m_mainwid_y . . . 821
13.74.7.44m_save_user_config . . . 821
13.74.7.45mc_min_zoom . . . 821
13.74.7.46mc_max_zoom . . . 821
13.74.7.47mc_baseline_ppqn . . . 821
13.75seq64::userfile Class Reference . . . 822
13.75.1 Constructor & Destructor Documentation . . . 823
13.75.1.1 userfile() . . . 823
13.75.1.2 ∼userfile() . . . 823
13.75.2 Member Function Documentation . . . 823
13.75.2.1 parse() . . . 823
13.75.2.2 write() . . . 823
13.75.2.3 dump_setting_summary() . . . 824

Index **825**

Chapter 1

Sequencer64

Author(s) Chris Ahlstrom 2016-10-23

1.1 Introduction

Sequencer64 is a major cleanup, refactoring, and documentation of the Seq24 live-play MIDI sequencer.

The current document, generated by Doxygen, describes the functions, classes, modules, and other entities used in this project.

Also read the ROADMAP, README, and contrib/bugs_to_investigate files to understand the genesis of this project and the things that still need to be done with Sequencer64.

Also, we have pretty deeply documented *Seq24* and *Sequencer64* with PDF files that can be generated by git-cloning the following projects, installing a number of tools related to PDF and LaTeX, and running "make":

- https://github.com/ahlstromcj/seq24-doc.git
- https://github.com/ahlstromcj/sequencer64-doc.git

These project also have prebuilt PDFs should one not want to bother building them.

In the present document, we've left out a some side-code to cut down on the size of the document. Still, the resulting PDF is over 1000 pages long.

Some useful references:

- http://acad.carleton.edu/courses/musc108-00-f14/pages/04/04StandardMIDIFiles.html
- http://www.midimusicadventures.com/qs/midi-zips/soundtracks/kq6gm.zip

Chapter 2

MIDI File Parsing in Sequencer64

Author(s) Chris Ahlstrom 2016-02-13

2.1 Introduction

This section describes the parsing of a MIDI file (and a few other topics). We wanted to add the reading of SMF 0 files to *Sequencer64*. We started with the main format that is supported, SMF 1. Once we understood that we, we figured out how to split a SMF 0 tracks correctly.

We split the midifile::parse() function into two sections. The first section analyzes the header of the MIDI. Then, based on whether the file is SMF 1 (the normal case) or SMF 0, either the parse_smf_1() function of or the parse_smf_0() function is called. The parse_smf_0() function creates one sequence object per channel present in the SMF 0 file, plus the original track. The last pattern slot (sequence 16) will contain the original track data, and the rest will contain common data and then channel data for each channel. After the parsing is done, all the tracks (including the original track) will be added to the performance. The user then has the option of deleting the original track, which will be the last track.

2.2 SMF 1 Parsing

This section describes the parsing of the header chunk, MThd, and the track chunk, MTrk.

The midifile::parse() function starts by opening the MIDI file, getting its file-size, pre-allocating the data vector to that size, reading all of the characters into that vector, and then closing the file.

2.2.1 MIDI File Header, MThd

The data of the header is read:

```
Header ID:     "MThd"         read_long()       4 bytes
MThd length:     6            read_long()       4 bytes
Format:        0, 1, 2        read_short()      2 bytes
No. of track:  1 or more      read_short()      2 bytes
PPQN:           192           read_short()      2 bytes
```

The header ID and it's length are always the same values. The formats that Sequencer64 supports are 0 or 1. SMF 0 has only one track, while SMF 1 can support an arbitary number of tracks. The last value in the header is the PPQN value, which specifies the "pulses per quarter note", which is the basic time-resolution of events in the MIDI file. Common values are 96 or 192, but higher values are also common. Sequencer64 and its precursor, Seq24, default to 192.

2.2.2 MIDI Track, MTrk

Sequencer64 next reads the tracks specified in the file. Each track is assumed to cover a different MIDI channel, but always the same MIDI buss. (The MIDI buss is not a data item in standard MIDI files, but it is a special data item in Seq24/Sequencer64 MIDI files.) Each track is tagged by a standard chunk marker, "MTrk". Other markers are possible, and are to be ignored, if nothing else. Here are the values read at the beginning of a track:

```
Track ID:      "MTrk"         read_long()       4 bytes
Track length:  varies         read_long()       4 bytes
```

The track length is the number of bytes that need to be read in order to get all of the data in the track.

Next, a new sequence object is created, with the PPQN value passed to its constructor. The sequence then is hooked to the master MIDI buss object. The "RunningTime" accumulator is set to 0 for that track.

Next, the parse() function loops through the rest of the track, reading data and logging it to the sequence. Let's go through the loop, which is the meat of the processing.

TODO: An empty event is created before track processing, and re-used for every track and event. This seems dangerous. We moved the event constructor two levels of nesting deeper, and it seems to work fine.

Delta time. The amount time that passes from one event to the next is the *delta time*. For some events, the time doesn't matter, and is set to 0. This values is a *variable length value*, also known as a "VLV" or a "varinum". It provides a way of encoding arbitrarily large values, a byte at a time. For now, just note that a varinum is 1 or more bytes, and MIDI provides a way to tell when the varinum is complete.

```
Delta time:    varies         read_varinum()    1 or more bytes
```

2.2.2.1 Channel Events

Status. The byte after the delta time is examined by masking it against 0x80 to check the high bit. If not set, it is a "running status", it is replaced with the "last status", which is 0 at first.

```
Status byte:   varies         read_byte()       1 byte
```

If the high bit is set, it is a status, and is passed to the setter `event::set_status()`.

The "RunningTime" accumulator is incremented by the delta-time. The current time is adjusted as per the PPQN ratio, if needed, and passed to the setter `event::set_timestamp()`.

Now what does the status mean? First, the channel part of the status is masked out using the 0xF0 mask.

If it is a 2-data-byte event (note on, note off, aftertouch, control-change, or pitch-wheel), then the two data bytes are read:

```
Data byte 0:   varies         read_byte()       1 byte
Data byte 1:   varies         read_byte()       1 byte
```

If the status is a note-on event, with data[1] = 0, then it is converted to a note-off event, a fix for the output quirks of some MIDI devices, and the status of the event is amended to EVENT_NOTE_OFF.

If it is a 1-data-btye event (program change or channel pressure), then only data byte 0 is read.

Then the one or two data bytes are added to the event by overloads of `event::set_data()`, the event is added to the current sequence by `sequence::add_event()`, and the MIDI channel of the sequence is set by `sequence::set_midi_channel()`.

Note that this is the point where parsing could detect a change in channel, and select a new sequence to support that channel, and add the events to that sequence, if the file were SMF 0.

Also note that the channel of the sequence is set every a new channel event/status is read. This should be done once, and then simply warned about if a non-matching channel occurs.

Lastly, note that it might be better to do the sequence function calls at the end of processing the event.

2.2.2.2 Meta Events

If the event status masks off to 0xF0 (0xF0 to 0xFF), then it is a meta event. If the status is 0xFF, it is called a "Sequencer-specific", or "SeqSpec" event. For this kind of event, then a type byte and the length of the event are read.

```
Meta type:     varies         read_byte()       1 byte
Meta length:   varies         read_varinum()    1 or more bytes
```

If the type of the SeqSpec (0xFF) meta event is 0x7F, parsing checks to see if it is one of the Seq24 "proprietary" events. These events are tagged with various values that mask off to 0x24240000. The parser reads the tag:

```
Prop tag:     0x242400nn      read_long()       4 bytes
```

These tags provide a way to save and recover Seq24/Sequencer64 properties from the MIDI file: MIDI buss, MIDI channel, time signature, sequence triggers, and (new), the key, scale, and background sequence to use with the track/sequence. Any leftover data for the tagged event is let go. Unknown tags ate skipped.

If the type of the SeqSpec (0xFF) meta event is 0x2F, then it is the End-of-Track marker. The current time is set using `sequence::set_length()` and then `sequence::zero_markers()` is called, and parsing is done for that track.

If the type of the SeqSpec (0xFF) meta event is 0x03, then it is the sequence name. The "length" number of bytes are read, and loaded by `sequence::set_name()`.

If the type of the SeqSpec (0xFF) meta event is 0x00, then it is the sequence number, which is read:

```
Seq number:    varies         read_short()      2 bytes
```

Note that the sequence number might be modified latter to account for the current screenset in force for a file import operation.

Anything other SeqSpec type is simply skipped by reading the "length" number of bytes.

To summarize the process, here are the relevant event and sequence setter calls typically made while parsing a MIDI track:

1. `perform::add_sequence()`
   (a) `sequence::sequence()`
   (b) `sequence::set_master_midi_bus())`
   (c) `sequence::add_event()`
      i. `event::event()`
      ii. `event::set_status()`
      iii. `event::set_timestamp()`
      iv. `event::set_data()`
   (d) `sequence::set_midi_channel()`
   (e) `sequence::set_length()`
   (f) `sequence::zero_markers()`
   (g) `sequence::set_name()`
   (h) `sequence::set_midi_bus()`
2. `xxxxx::yyyy()`

2.2.3 Meta Events Summary

Here, we summarize the MIDI meta events for your edification.

1. `FF 00 02 ssss`: Sequence Number.
2. `FF 01 len text`: Text Event.
3. `FF 02 len text`: Copyright Notice.
4. `FF 03 len text`: Sequence/Track Name.
5. `FF 04 len text`: Instrument Name.
6. `FF 05 len text`: Lyric.
7. `FF 06 len text`: Marker.
8. `FF 07 len text`: Cue Point.
9. `FF 08 len text`: Patch/program Name.
10. `FF 09 len text`: Device Name.
11. `FF 0A through 0F len text`: Other kinds of text events.
12. `FF 20 01 cc`: MIDI channel (obsolete, used by Cakewalk)
13. `FF 21 01 pp`: MIDI port (obsolete, used by Cakewalk)
14. `FF 2F 00`: End of Track.
15. `FF 51 03 tttttt`: Set Tempo, us/qn.
16. `FF 54 05 hr mn se fr ff`: SMPTE Offset.
17. `FF 58 04 nn dd cc bb`: Time Signature.
18. `FF 59 02 sf mi`: Key Signature.
19. `FF 7F len data`: Sequencer-Specific.

The next sections describe the events that *Sequencer* tries to handle. These are

- Sequence Number (0x00)
- Track Name (0x03)
- End-of-Track (0x2F)
- Set Tempo (0x51) (Sequencer64 only)
- Time Signature (0x58) (Sequencer64 only)
- Sequencer-Specific (0x7F)
- System Exclusive (0xF0) Sort of handled, functionality incomplete..

2.2.3.1 Sequence Number (0x00)

```
FF 00 02 ss ss
```

This optional event must occur at the beginning of a track, before any non-zero delta-times, and before any transmittable MIDI events. It specifies the number of a sequence.

2.2.3.2 Track/Sequence Name (0x03)

```
FF 03 len text
```

If in a format 0 track, or the first track in a format 1 file, the name of the sequence. Otherwise, the name of the track.

2.2.3.3 End of Track (0x2F)

```
FF 2F 00
```

This event is not optional. It is included so that an exact ending point may be specified for the track, so that it has an exact length, which is necessary for tracks which are looped or concatenated.

2.2.3.4 Set Tempo Event (0x51)

The MIDI Set Tempo meta event sets the tempo of a MIDI sequence in terms of the microseconds per quarter note. This is a meta message, so this event is never sent over MIDI ports to a MIDI device.

After the delta time, this event consists of six bytes of data:

```
FF 51 03 tt tt tt
```

Example:

```
FF 51 03 07 A1 20
```

1. 0xFF is the status byte that indicates this is a Meta event.
2. 0x51 the meta event type that signifies this is a Set Tempo event.
3. 0x03 is the length of the event, always 3 bytes.
4. The remaining three bytes carry the number of microseconds per quarter note. For example, the three bytes above form the hexadecimal value 0x07A120 (500000 decimal), which means that there are 500,000 microseconds per quarter note.

Since there are 60,000,000 microseconds per minute, the event above translates to: set the tempo to 60,000,000 / 500,000 = 120 quarter notes per minute (120 beats per minute). This is a 24-bit binary value, so each byte covers the full range of 0x00 to 0xFF.

This event normally appears in the first track. If not, the default tempo is 120 beats per minute. This event is important if the MIDI time division is specified in "pulses per quarter note", which does not itself define the length of the quarter note. The length of the quarter note is then determined by the Set Tempo meta event.

Representing tempos as time per beat instead of beat per time allows absolutely exact DWORD-term synchronization with a time-based sync protocol such as SMPTE time code or MIDI time code. This amount of accuracy provided by this tempo resolution allows a four-minute piece at 120 beats per minute to be accurate within 500 usec at the end of the piece.

We have now added the Tempo meta event (and the Time Signature meta event) to the track, which allows other sequencers to obtain these values from a Sequencer64 MIDI file. Here are the original headers for a normal MIDI file and its legacy (Seq24) conversion, as shown by the midicvt application:

```
hymne.asc

MThd 1 4 96
MTrk
0 Meta SeqName "Vangelis: Hymne"
0 TimeSig 4/4 24 8
0 Tempo 750000
0 Meta TrkEnd
TrkEnd
```

```
hymne-ppqn-384.asc

MThd 1 4 384
MTrk
0 SeqNr 0
0 Meta SeqName "Vangelis: Hymne"
0 SeqSpec 24 24 00 08       (no triggers)
0 SeqSpec 24 24 00 01 00    (MIDI buss 0)
0 SeqSpec 24 24 00 06 04 04 (beats, width)
0 SeqSpec 24 24 00 02 00    (MIDI ch. 0)
96 Meta TrkEnd
TrkEnd
```

Here is the header data that result from the new conversion, which is used if the "legacy" option is not in force:

```
MThd 1 4 192
MTrk
0 SeqNr 0
0 Meta SeqName "Vangelis: Hymne"
0 TimeSig 4/4 24 8
0 Tempo 750000
0 SeqSpec 24 24 00 08
0 SeqSpec 24 24 00 01 00
0 SeqSpec 24 24 00 06 04 04
0 SeqSpec 24 24 00 02 00
48 Meta TrkEnd
TrkEnd
```

2.2.3.5 Time Signature Event (0x58)

After the delta time, this event consists of seven bytes of data:

```
FF 58 04 nn dd cc bb
```

The time signature is expressed as four numbers. `nn` and `dd` represent the numerator and denominator of the time signature as it would be notated. The numerator counts the number of beats in a measure (beats per measure or beats per bar). The denominator is a negative power of two: 2 represents a quarter-note, 3 represents an eighth-note, etc. The denominator specifies the unit of the beat (e.g. 4 or 8). In Seq24/Sequencer64, this value is also called the "beat width".

The `cc` parameter expresses the number of MIDI clocks (or "ticks", or "pulses") in a metronome click. The standard MIDI clock ticks 24 times per quarter note, so a value of 6 would mean the metronome clicks every 1/8th note. A `cc` value of 6 would mean that the metronome clicks once every 1/8th of a note (quaver). This MIDI clock is different from the clock (PPQN) that determines the start time and duration of the notes.

The `bb` parameter expresses the number of notated 32nd-notes in a MIDI quarter note (24 MIDI Clocks). The usual value for this parameter is 8, though some sequencers allow the user to specify that what MIDI thinks of as a quarter note, should be notated as something else. For example, a value of 16 means that the music plays two quarter notes for each quarter note metered out by the MIDI clock, so that the music plays at double speed.

Examples:

```
FF 58 04 04 02 18 08
```

1. 0xFF is the status byte that indicates this is a Meta event.
2. 0x58 the meta event type that signifies this is a Time Signature event.

3. 0x04 is the length of the event, always 4 bytes.

4. 0x04 is the numerator of the time signature, and ranges from 0x00 to 0xFF.

5. 0x02 is the log base 2 of the denominator, and is the power to which 2 must be raised to get the denominator. Here, the denominator is 2 to 0x02, or 4, so the time signature is 4/4.

6. 0x18 is the metronome pulse in terms of the number of MIDI clock ticks per click. Assuming 24 MIDI clocks per quarter note, the value here (0x18 = 24) indidicates that the metronome will tick every 24/24 quarter note. If the value of the sixth byte were 0x30 = 48, the metronome clicks every two quarter notes, i.e. every half-note.

7. 0x08 defines the number of 32nd notes per beat. This byte is usually 8 as there is usually one quarter note per beat, and one quarter note contains eight 32nd notes.

A time signature of 6/8, with a metronome click every 3rd 1/8 note, would be encoded:

```
FF 58 04 06 03 24 08
```

Remember, a 1/4 note is 24 MIDI Clocks, therefore a bar of 6/8 is 72 MIDI Clocks. Hence 3 1/8 notes is 36 (=0x24) MIDI Clocks.

There should generally be a Time Signature Meta event at the beginning of a track (at time = 0), otherwise a default 4/4 time signature will be assumed. Thereafter they can be used to effect an immediate time signature change at any point within a track.

For a format 1 MIDI file, Time Signature Meta events should only occur within the first MTrk chunk.

If a time signature event is not present in a MIDI sequence, 4/4 signature is assumed.

In *Sequencer64*, the c_timesig SeqSpec event is given priority. The conventional time signature is used only if the c_timesig SeqSpec is not present in the file. NEEDS TO BE TESTED.

2.2.3.6 SysEx Event (0xF0)

If the meta event status value is 0xF0, it is called a "System-exclusive", or "SysEx" event.

```
F0 len data F7
```

Sequencer64 has some code in place to store these messages, but the data is currently not actually stored or used. Although there is some infrastructure to support storing the SysEx event within a sequence, the SysEx information is simply skipped. *Sequencer64* warns if the terminating 0xF7 SysEx terminator is not found at the expected length. Also, some malformed SysEx events have been encountered, and those are detected and skipped as well.

2.2.3.7 Sequencer Specific (0x7F)

This data, also known as SeqSpec data, provides a way to encode information that a specific sequencer application needs, while marking it so that other sequences can safely ignore the information.

```
FF 7F len data
```

In *Seq24* and *Sequencer64*, the data portion starts with four bytes that indicate the kind of data for a particular SeqSpec event:

```
c_midibus        ^  0x24240001  Track buss number
c_midich         ^  0x24240002  Track channel number
c_midiclocks     *  0x24240003  Track clocking
c_triggers       ^  0x24240004  See c_triggers_new
c_notes          *  0x24240005  Song data, notes
c_timesig        ^  0x24240006  Track time signature
c_bpmtag         *  0x24240007  Song beats/minute
c_triggers_new   ^  0x24240008  Track trigger data
c_mutegroups     *  0x24240009  Song mute group data
c_midictrl       *  0x24240010  Song MIDI control
c_musickey       +  0x24240011  Track key (Sequencer64 only)
c_musicscale     +  0x24240012  Track scale (Sequencer64 only)
c_backsequence   +  0x24240013  Track background sequence (Sequencer64 only)

* = global only; ^ = track only; + = both
```

In *Seq24*, these events are placed at the end of the song, but are not marked as SeqSpec data. Most MIDI applications handle this situation fine, but some (e.g. midicvt) do not. Therefore, *Sequencer64* makes sure to wrap each data item in the 0xFF 0x7F wrapper.

Also, the last three items above (key, scale, and background sequence) can also be stored (by *Sequencer64*) with a particular sequence/track, as well as at the end of the song. Not sure if this bit of extra flexibility is useful, but it is there.

2.2.3.8 Non-Specific End of Sequence

Any other statuses are deemed unsupportable in *Sequencer64*, and abort parsing with an error.

If the –bus option is in force, `sequence::set_midi_bus()` is called to override the buss number (if any) stored with the sequence.

Finally, `perform::add_sequence()` adds the sequence to the encoded tune.

2.3 SMF 0 Parsing

After parsing SMF 1 track data, we end up with a number of sequences, each on a different MIDI channel. With SMF 0, data for all channels is present in a single track. Sequencer64 will read SMF 0 data, but we really need to be able to have one MIDI channel per track. So we need to take the data from the sequence and use it to make more sequences.

- `sequence::add_event()`.
- `sequence::set_midi_channel()`.
- `sequence::set_length()`.
- `sequence::set_midi_bus()`.
- `perform::add_sequence()`.

This code basically works. For now, please look at the source code for more details. Also, the reading of SMF 0 MIDI files is described in the *sequencer64-doc* project on GitHub.

2.4 Running Status

When we apply the `midicvt` application to a file saved by *Sequencer64*, we can end up with a successful ASCII conversion that ends with an error message:

```
$ midicvt hymne-seq64.midi -o hymne-seq64.asc
? Error at MIDI file offset 12155 [0x2f7b]
Error: Garbage at end 'readtrack(): unexpected running status'
```

Is this a problem in `midicvt` or *Sequencer4*? Let's learn about running status.

Running status is a way to speed up the sending of MIDI bytes to a synthesizer or sequencer by taking advantage of redundancy where possible. For example, if we're sending a consecutive group of Note On and Note Off messages to a particular channel, we can save some time by not sending the channel status byte after the first time. Here's an example with Note On on channel 1:

```
0x90 3C 7F
0x90 40 7F
0x90 43 F3
```

Since no change in status occurs after the first of these three events, we can drop the subsequent status bytes:

```
0x90 3C 7F
40 7F
43 F3
```

The 0x90 byte is saved in a "running status buffer" (RSB), and is filled in by the receiving device.

Here is the sequence of events for operating with running status.

1. Clear the RSB buffer (RSB = 0) to start.
2. If a **Voice Category Status** (VCS) byte is received, then set RSB = VCS. VCS bytes range from 0x80 to 0xEF. This is binary 1000000 to 11100000.
3. If a data byte is received (data bytes range from 0x00 to 0x7F, binary 0000000 to 0111111; that is, bit 7 is always 0 in a data byte):
   (a) If RSB != 0, first insert the RSB into the incoming data stream, then insert the data byte.
   (b) If RSB == 0, then just insert the data byte into the incoming data stream.
4. Clear the RSB buffer (RSB = 0) when a System Common Message (SCM) status byte is received. SCM bytes range from 0xF0 to 0xF7.
5. The message after an SCM **must** begin with a status byte. That is a byte with bit 7 set.
6. Do no special action when a Realtime Category Message (RCM) byte is received. RCM bytes range from 0xF8 to 0xFF.

Note that some events, such as Tempo, assume that its bytes are all data bytes.

Chapter 3

JACK, Live, and Song Modes in Sequencer64

Author(s) Chris Ahlstrom 2016-08-18

3.1 Introduction

This section describes the interactions between JACK settings and the Live/Song Mode settings, with an eye to describing the proper behavior of Sequencer64 with JACK settings, how the Live/Song modes are supposed to work, and what bugs or issues remain in Sequencer64's JACK handling.

I'm not sure why Doxygen is applying the "code" font so often here. Weird, annoying.

3.2 JACK Functions

Please study the following URL and note these important points:

```
http://jackaudio.org/files/docs/html/transport-design.html
```

- The timebase master continuously updates position information, beats, timecode, etc. There is at most one master active at a time. If no client is registered as timebase master, frame numbers will be the only position information available.
- The timebase master registers a callback that updates position information while transport is rolling. Its output affects the following process cycle. This function is called immediately after the process callback in the same thread whenever the transport is rolling, or when any client has set a new position in the previous cycle.
- Clients that don't declare a sync callback are assumed ready immediately, anytime the transport wants to start. If a client doesn't require slow-sync processing, it can set its sync callback to NULL.
- The transport state is always valid; initially it is JackTransportStopped.
- When someone calls `jack_transport_start()`, the engine resets the poll bits and changes to a new state, JackTransportStarting.
- When all slow-sync clients are ready, the state changes to JackTransportRolling.

Does Sequencer64 need a latency callback?

```
http://jackaudio.org/files/docs/html/group__ClientCallbacks.html
```

(We need to see why most of the following is in a monospaced font. Is there a new Doxygen feature?)

Here are summaries of the JACK functions used in the jack_assistant module:

3.2.1 jack_client_open()

```
Open a client session with a JACK server. More complex and
powerful than <tt>jack_client_new()</tt>.
Clients choose which of several
servers to connect, and how to start the server automatically, if
not already running. There is also an option for JACK to generate
a unique client name.


  const char *   client_name,
  jack_options_t    options,
  jack_status_t *   status,
     ...
```

client_name of at most jack_client_name_size() characters. The name scope is local to each server. Unless forbidden by the JackUseExactName option, the server will modify this name to create a unique variant, if needed.

options formed by OR-ing together JackOptions bits. Only the JackOpenOptions bits are allowed.

status (if non-NULL) an address for JACK to return information from the open operation. This status word is formed by OR-ing together the relevant JackStatus bits.

Optional parameters: depending on corresponding [options bits] additional parameters may follow status (in this order).

[JackServerName] (char $*$) server_name selects from among several possible concurrent server instances. Server names are unique to each user. If unspecified, use "default" unless $JACK_DEFAULT_SERVER is defined in the process environment.

Returns:

Opaque client handle if successful. If this is NULL, the open operation failed, and $*$status includes JackFailure, and the caller is not a JACK client.

3.2.2 jack_on_shutdown()

```
Registers a function to call when the JACK server shuts down the
client thread. It must be an asynchonrous POSIX signal
handler: only async-safe functions, executed from another thread.
A typical function might set a flag or write to a pipe so that the
rest of the application knows that the JACK client thread has shut
down.  Clients do not need to call this function. It only helps
clients understand what is going on. It should be called before
<tt>jack_client_activate()</tt>.
```

3.2.3 jack_set_sync_callback()

```
Register/unregister as a slow-sync client; it can't respond
immediately to transport position changes.  The callback is run at
the first opportunity after registration: if the client is active,
this is the next process cycle, otherwise it is the first cycle
after <tt>jack_activate()</tt>.  After that, it runs as per
JackSyncCallback rules.  Clients that don't set this callback are
assumed ready immediately any time the transport wants to start.
```

3.2.4 jack_set_process_callback()

```
Tells the JACK server to call the callback whenever there is work.
The function must be suitable for real-time execution, it cannot
call functions that might block for a long time: malloc(), free(),
printf(), pthread_mutex_lock(), sleep(), wait(), poll(), select(),
pthread_join(), pthread_cond_wait(), etc.  In the current class,
this function is a do-nothing function.
```

3.2.5 jack_set_session_callback()

```
Tells the JACK server to call the callback when a session event is
delivered.  Setting more than one session callback per process is
probably a design error.  For a multiclient application, it's more
sensible to create a JACK client with only one session callback.
```

3.2.6 jack_activate()

```
Tells the JACK server that the application is ready to start
processing.
```

3.2.7 jack_release_timebase()

TODO

3.2.8 jack_client_close()

TODO

3.2.9 jack_transport_start()

```
Starts the JACK transport rolling.  Any client can make this
request at any time. It takes effect no sooner than the next
process cycle, perhaps later if there are slow-sync clients. This
function is realtime-safe.  No return code.
```

3.2.10 jack_transport_stop()

```
Starts the JACK transport rolling.  Any client can make this
request at any time.  This function is realtime-safe.  No return
code.
```

3.2.11 jack_transport_locate()

```
Repositions the transport to a new frame number.  May be called at
any time by any client. The new position takes effect in two
process cycles. If there are slow-sync clients and the transport is
already rolling, it will enter the JackTransportStarting state and
begin invoking their sync_callbacks until ready. This function is
realtime-safe.
```

3.2.12 jack_transport_reposition()

```
Request a new transport position.  May be called at any time by any
client. The new position takes effect in two process cycles. If
there are slow-sync clients and the transport is already rolling,
it will enter the JackTransportStarting state and begin invoking
their sync_callbacks until ready. This function is realtime-safe.
This call, made in the position() function, is currently disabled.
```

3.2.13 jack_transport_query()

Query the current transport state and position. This function is realtime-safe, and can be called from any thread. If called from the process thread, pos corresponds to the first frame of the current cycle and the state returned is valid for the entire cycle.

The first parameter is the client, which is a pointer to the JACK client structure.

The second parameter is a pointer to structure for returning current transport position; pos->valid will show which fields contain valid data. If pos is NULL, do not return position information.

This function returns the current transport state.

3.3 Modes Operation

3.3.1 No JACK, Live Mode

In ~/.config/sequencer64/sequencer64.rc, set:

- jack_transport = 0
- jack_master = 0
- jack_master_cond = 0
- song_start_mode = 0

By changing the start mode to 0 (false), Sequencer64 is put into Live Mode. With this setting, control of the muting and unmuting of patterns resides in the main window (the patterns window). One can start the playback in the performance (song) window, but it will not affect which patterns play, at all.

Note that this option is part of the *File / Options / JACK/LASH* configuration page.

3.3.2 No JACK, Song Mode

In ~/.config/sequencer64/sequencer64.rc, set:

- jack_transport = 0
- jack_master = 0
- jack_master_cond = 0
- song_start_mode = 1

By changing the start mode to 1 (true), Sequencer64 is put into Song Mode.

With this setting, control of the muting and unmuting of patterns resides in the song window (the performance window). The patterns shown in the pattern slots of the main window turn on and off whenever the progress bar is in the pattern as drawn in the perforance window.

Note that this option is part of the *File / Options / JACK/LASH* configuration page.

3.3.3 JACK Transport

In ~/.config/sequencer64/sequencer64.rc, set:

- jack_transport = 1
- jack_master = 0
- jack_master_cond = 0
- song_start_mode = 0 or 1 (see previous section)

The current behavior is that qjackctl and sequencer64 playback/progress seem to be independent of each other.

The workaround seems to be to set seq24/sequencer64 as JACK Master, or if another *application* (e.g. Qtractor) is JACK Master.

OLD BEHAVIOR:

```
Start qjackctl, verify that it sets up correctly, then click it's
"play" button to start the transport rolling.  Run sequencer64, load a
file.  Then note that starting playback (whether in the main window or
in the performance window) is ineffective, but resets the time counter
in qjackctl.  Why?  With JACK sync enabled by the macro:

         [JACK transport slave]
         jack sync(): zero frame rate [single report]!?
         [JackTransportRolling]
         [JackTransportStarting]  (every time space bar pressed)
         [Start playback]
         . . .
```

END OF OLD BEHAVIOR.

3.4 Breakage

Old message about seq24 being broken:

http://lists.linuxaudio.org/pipermail/linux-audio-user/2010-November/073848.html

```
   i dont see the transport synchronisation working with a jack1 svn version.
   you are still using only a sync callback.

   and you are relying on the transport to go through the
   JackTransportStarting state.

   this issue should be fixed.
   iirc we came to the conclusion, that seq24 is broken, and we will not
   revert the changes in jack, which break it.

   the quick and dirty fix on your side, would be to register an empty
   process_callback.

   but the issue still remains. seq24 is NOT a slow sync client. but it
   registers a sync_callback.
   and it even takes a lock in the sync callback.

   the patch for jack-session support didnt get merged either.
```

Another one (no need for a URL):

```
   I use seq24 for the majority of my projects but it isn't ideal (I should
   point out that I never finish anything). I don't like seq24's pianoroll
   editor, the way you do CC envelopes isn't ideal, it uses alsa-midi, there's
   unnecessary complexity in switching from pattern-trigger mode to song mode,
   and its insistence on being transport master while not even being able to
   adjust tempo when live is annoying
```

3.5 JACK References

- http://libremusicproduction.com/articles/demystifying-jack-%E2%80%93-beginners-guide
- http://jackaudio.org/files/docs/html/transport-design.html
- http://kxstudio.linuxaudio.org/Repositories

Chapter 4

User Testing of Sequencer64 with Yoshimi

Author(s) Chris Ahlstrom 2016-03-04

4.1 Introduction

This section describes user testing of Sequencer64 using Yoshimi. It will expand as we work our way through all the many use-cases that can be achieved with Sequencer64 and Yoshimi.

Please note that the most advanced and recent testing can be found currently in the document `contrib/notes/jack-testing.txt`. We will eventually merge the final tests here... someday.

4.2 Smoke Test

Every so often we run Sequencer64 with a software synthesizer to make sure we haven't broken any functionality via our major refactoring efforts. We call it a "smoke test". We fire up the two application, and see if anything smokes.

This smoke test sets up Yoshimi with a very simple ALSA setup, and no instruments are loaded. Instead, only the "Simple Sound" is used on all channels. We've been doing this test with Yoshimi 1.3.6. The current Debian Sid ("testing") version of Yoshimi is 1.3.6-2, pulled from SourceForge. It seems to have issues, so we've been cloning and pulling the code from:

```
https://github.com/Yoshimi/yoshimi.git
```

After getting the application build and installed, the next step is to run it, using ALSA for MIDI and for audio:

```
$ yoshimi -a -A &
```

Next, fix up the configuration files for Sequencer64, `~/.config/sequencer64/sequencer64.rc` and `~/.config/sequencer64/sequencer64.usr`.

First hide `sequencer64.usr` somewhere, or delete it, as it will determine what MIDI devices are available, and we don't want that (yet). Second, make sure that `sequencer64.rc` makes the following setting:

```
[manual-alsa-ports]

# Set to 1 if you want sequencer64 to create its own ALSA ports and
# not connect to other clients

0   # number of manual ALSA ports
```

Next, run the newly-built version of Sequencer64. If desired, use the –bus option described below to force the buss number to the buss you need, as shown in the second version of the command:

```
$ sequencer64/sequencer64 &
$ sequencer64/sequencer64 --bus 5 &
```

In *File / Options / MIDI Clock*, observe the MIDI inputs made available by your system. Our system shows:

```
[0] 14:0 (Midi Through Port-0)
[1] 128:0 (TiMidity port 0)
[2] 128:0 (TiMidity port 1)
[3] 128:0 (TiMidity port 2)
[4] 128:0 (TiMidity port 3)
[5] 129:0 (input)
```

For some reason (a bug in Yoshimi?), input "[5]" doesn't indicate that it is Yoshimi, but it is. Take note of that input number... that is the MIDI buss number that is needed to drive Yoshimi.

Also make sure that of the clock settings for those busses are "Off".

The next instruction still works, but it is easier to simply pass the option `–bus 5` to Sequencer64 when starting it up.

Now open the file `sequencer64/contrib/midi/b4uacuse-GM-format.midi` in Sequencer64. For all of the patterns (slots) that have lots of data in them, right click on the pattern and select *Midi Bus / [5] 129:0 (input)* and the desired channel number. (Doesn't matter much, just use up the lower channel numbers first).

Back in Yoshimi, select each Part corresponding to the channels you selected. Make sure *Enabled* is checked for each desired channel.

Back in Sequencer64, click on each pattern you want to hear, which highlights them in black. Now click the play button (green triangle). The song should play, with each part using the "Simple Sound". Not too bad for a bunch of sine waves, eh?

Now we can test the application more fully. Note that the instructions here are very light. Detailed instructions on the usage of Sequencer64 can be found in the following project, which contains a PDF file and the LaTeX code used to build it:

```
https://github.com/ahlstromcj/sequencer64-doc.git
```

Although it applies to an earlier version of the project, it still mostly holds true for Sequencer64.

4.3 Tests in the Patterns Window

The Patterns window is the inside portion of the main window, supported by the `mainwid` class. it contains a grid of boxes or slots, with each slot potentially containing a pattern, sequence, or track. Empty tracks (i.e. tracks that contain no events, like title-only tracks) are highlighted in yellow.

This window supports only a single variant of mouse-handling.

4.3.1 Button Clicks on a Pattern

A left-click on a pattern slot should cause the following to happen:

1. The pattern will be highlighted (white on a black background). This won't occur until the button is released.
2. During playback, the pattern will emit MIDI events and play its sequence.
3. If the pattern is dragged to another slot, whether playing is in progress or not, releasing the button in the destination slot will move the pattern to that slot.

A right-click on a pattern slot should cause the following to happen:

1. If the pattern is empty, then a pop-up menu to make a New pattern, paste a pattern, or make other selections will appear.
2. If the pattern is active, then a pop-up menu to Edit the pattern or make other selections will appear.
3. A second right-click, just off the menu, will dismiss the menu.

4.3.2 Patterns Window Key Shortcuts

First, note the selection of the File / Options / Keyboard / Show keys option. The tests here should work whether or not it is selected. The only difference is if the keys are shown.

We got a segfault during this test, when we weren't being systematic about it.

4.3.3 The Sequencer64 User File

To be discussed.

4.4 Tests Using Valgrind

Valgrind is a very useful tool for unearthing memory issues and other issues in an application, especially when one has the source code and can build the code with debugging information.

One runs the application from the command line, preceding its command line with valgrind and some of its options.

4.4.1 Valgrind Suppressions

One problem with valgrind is that it also uncovers errors in system libraries that one has no control over. These errors clutter the output, so we suppress them using a valgrind "suppressions" file. Here's how to create one:

```
$ valgrind --gen-suppressions=yes --log-file=val.supp ./Sequencer64/sequencer64
$ valgrind --gen-suppressions=all --log-file=val.supp ./Sequencer64/sequencer64
```

As the program runs, one is asked to print a suppression. If the error is due to a system or third-party library, answer "Y return", and then copy-and-paste the suppression to a file, giving it a name. For example, we provide a file `contrib/seq64.supp` containing suppressions of errors that annoy us. There are way too many "errors" in ALSA, GTK+, gtkmm, glibc, and more.

The second command collects all the suppressions. Passing the val.supp file through sed makes it immediately usable:

```
$ sed -i -e /^==/g val.supp
```

Running valgrind like this then shows mostly the errors we care about:

```
$ valgrind --suppressions=val.supp  ./Sequencer64/sequencer64
```

We've added some other suppression files to the `contrib` directory. Too much! For example:

https://github.com/dtrebbien/GNOME.supp

However, overall this process is very painful, and we're going to eventually do all the valgrind work on the unit-test project for Sequencer64:

https://github.com/ahlstromcj/seq64-tests

4.4.2 Full Valgrind Leak-Checking

Here's how to capture errors, while suppressing the system errors and while generating a log file:

```
$ valgrind --suppressions=contrib/seq64.supp --leak-check=full \
   --track-origins=yes --log-file=valgrind.log --show-leak-kinds=all \
   ./Sequencer64/sequencer64
```

The errors can be also be re-routed to a log-file via the "2> valgrind.log" shell redirection.

Another idea is to precede the valgrind command with the following construct:

```
$ G_SLICE=debug-blocks valgrind ...
```

G_SLICE=debug-blocks will turn off gtk's advanced memory management to allow valgrind to show correct results. This results in an amazing plethora or invalid read and invalid write errors in GNOME-related libraries. Sheesh!

And don't forget about Valgrind's "massif" memory-tracking tool! (More to come!)

4.4.2.1 Leak-Checking Basic Operation

For the first pass, just run Sequencer64, then immediately exit. Then scan the log file to see if any "errors" can be pinpointed to the application and library code.

Don't forget to run the same scenario without valgrind, in a console window, to see if any of our own debug/problem output occurs.

In any case, leakage tagged as "still reachable" isn't as bad as leakage tagged as "definitely lost" or "indirectly lost".

But good luck finding a Sequencer64 bug buried in the chaff of 3rd-party valgrind reports, even with some suppressions enabled. Apparently a lot of them have to do with data structures that are intended to last the full life of the application.

One can make the search a little easier by searching for the "seq64" namespace in the valgrind log.

4.5 Specific Fault Debugging

This section goes through specific debugging cases we encountered. They should be part of the regular testing of Sequencer64.

4.6 Snipping of a MIDI file.

In order to have a test file for the *seq64-tests* project, we loaded up the `b4uacuse-GM-format.midi` file, removed all but four of the tracks, and saved it as `b4uacuse-snipped.midi`. Loading this file into Sequencer64 caused the following:

```
   $ ./Sequencer64/sequencer64
[Reading user configuration /home/ahlstrom/.config/sequencer64/sequencer64.usr]
[Reading rc configuration /home/ahlstrom/.config/sequencer64/sequencer64.rc]
get_sequence(): m_seqs[4] not null
Segmentation fault
```

First step, fire up a debugger and see what happened. We use *cgdb* , a text-based front-end for gdb with a "vi" feel.

```
   $ cgdb ./Sequencer64/sequencer64
```

Just hit "r", do *File / Open* , navigate to `b4uacuse-snipped.midi`, select it, and watch what happens.

The "bt" (backtrace) command shows a pretty large stack, 52 items. Page up to the top of the stack, and select frame 1 ("fr 1"). This shows a mutex at a very low address, 0x650! Frame 2 shows we are in the automutex constructor, calling lock() on that same badly-located mutex. Frame 3 is in sequence::event_count(), same bad mutex, and the m_events member is at address 0x0. Obviously, we're dealing with an unallocated sequence.

Frame 4 is in mainwid::draw_sequence_on_pixmap(), just after we've retrieved the next sequence via perform↩ ::get_sequence(4). But that would be the fifth sequence (the sequence numbers start at 0), and we snipped all but 4 from the file before we saved it.

So, one thing we need to do is *check* the value returned by get_sequence() before we try to use it. The other thing to do is figure out how we got to the fifth sequence, and fix that code as well. Using the command "p perf().↩ sequence_count()", we verify that there are indeed only 4 sequences allocated.

Frame 5 is in mainwid::draw_sequences_on_pixmap(). That function tries to load all sequences on the current screen-set, from 0 to 31, without checking to see how many their actually are. Inefficient and dangerous.

Frame 6 is in mainwid::reset(). We could pass perf().sequence_count() here for checking, or get it in mainwid↩ ::draw_sequences_on_pixmap().

Before we fix this issue, we need to load a file that works, to see why it does not fail for most files. We will put a breakpoint at the top mainwid::draw_sequences_on_pixmap().

We hit the breakpoint before even loading a file, with a sequence_count() of 0. The call to valid_sequence(0) passes the test. We may want to make valid_sequence() take the sequence_count() into account. But the call to perf().is_active(0) prevents anything bad from happening at startup time.

Once we load a good file, the sequence_count() is 14 in mainwid::draw_sequences_on_pixmap(). We turn on the display of "offset" using the command "display offset", and "c" (for "continue") until offset = 14, which means we are beyond that last sequence. That bad access is prevented by perf().is_active(14).

So the fundamental problem is that perf().is_active(4) is not protecting the access when we load the "bad file". We need to find and fix that issue before papering over the problem with better access checks.

Start again, putting a breakpoint in the call to "new sequence(m_ppqn)" in midifile. This call sets up some members and clears the list of 256 playing notes. Add another breakpoint at "a_perf.add_sequence()" to see what's happening there.

What we find is that the first two tracks have proper sequence numbers as read from the MIDI file, 0 and 1. But the third one preserves the number from the old file, 4. We have a disjunction between the track number and the sequence number, a conceptual problem. We can leave it as is, and beef up the error-checking, or replace the sequence number with the track number when loading the file. What to do?

- Make sure that the is-active flag for all sequences is "false", that the pointers are always null, and make sure to test both of these items (depending on context) before doing anything with the sequence.
- Convert the sequence number to the track number upon saving the MIDI file, or upon reading the MIDI file, and use that number when adding the sequence to the perform object. This might affect some seq24/sequencer64 functionality, however. It's big move.

We need information on reading and importing.

First, if we look at a file that we created long ago by importing `b4uacuse.mid`, `b4uacuse-GM-format.↩ midi`, it has its fourteen sequence numbers identical to their track numbers. No problem.

Second, if we just read `b4uacuse.mid`, a non-seq24-created MIDI file, we see that each of its tracks have no sequence number – they are all zero. The perform::add_sequence() simple iterates from the beginning of m_seqs[] until it finds an inactive m_seqs[i], and uses that element to hold the sequence pointer.

But now it also segfaults! Let's fix all the non-checked get_sequence() calls right away, it is too big an issue to ignore.

In the end, we have to be aware that a screen-set can have blank (null) slots interspersed amongst the active slots.

Chapter 5

Speed Issue of Sequencer64

Author(s) Chris Ahlstrom 2016-11-05

5.1 Introduction

This section describes some speed issues of Sequencer64. Early on in our reboot of *seq24*, we noticed that some of our larger files took a noticeable time to load. It was only a few seconds, but seemed like a long time for such small files.

Then we noticed that the MIDI container implementation used the `std::list` container, and also that it called `std::list::sort()` after each event was added to the container.

Our first thought was to replace the `std::list` with an `std::multimap`. Insertions into this container are made in the appropriate location (rather than at the end), and so are automatically sorted. We kept the old code around, but enabled the new multimap code via the `SEQ64_USE_EVENT_MAP` macro. This decreased the time of loading.

(It also exposed a small number of bugs that users of *Sequencer64* discovered and fixed.)

At the back of our minds was the possibility that the longer time needed to increment a multimap iterator versus a list iterator would prove to limit the amount of data that could be played back. Once we finally created a large file, `b4uacuse-stress.midi`, a 1.5 Mb file, we experienced the limitations of that iterator during playback. On our main development laptop, a near-gaming `Intel i7` machine, there were minor artifacts in playback. On our old single-core laptop with 32-bit `Debian` installed, the sequence would not play, and would continually and visibly refresh the main window display.

So then we re-enabled the old *seq24* list implementation, and found that the time needed to load `b4uacuse-stress.midi` was over 6 minutes on our near-gamer laptop and 13 minutes on the single-core laptop.

So, we had to find a way to get the fast loading speed of the `std::multimap` and the faster speed of the `std::list` iterator. The obvious way was to go back to the `std::list` container and stop sorting the container after every insert, when loading the file.

This worked, but had some side-effects that had to be fixed. We found that the `sequence::verify_and_link` function required that the container be sorted first, and so we had to find the places where that function was called, and make sure that the sorting had occurred.

Anyway, the current configuration for the usage of `std::multimap` versus `std::list` and the sorting of the MIDI container after every event insertion versus after all the events are loaded are deterimined only in `libseq64/include/seq64_features.h`:

```
#undef SEQ64_USE_EVENT_MAP
#undef SEQ64_PRESORT_EVENT_CONTAINER
#ifdef SEQ64_USE_EVENT_MAP
#undef SEQ64_PRESORT_EVENT_CONTAINER
#endif
```

Currently, the default is, as shown above, to not use the event multimap, and to not presort events. This makes loading fast, and playback able to handle more sequences. One can also try to use the multimap, or use the list with pre-sorting, if bugs appear when building the application with the default setting. However, we really want to get the post-sorted list implementation to work, to get fast loading speed and higher throughput at the same time.

The other options are available as a fallback in case one gets struck by bugs in the default, and can afford slower loads or less throughput.

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Chapter 7

Todo List

File calculations.cpp

There are additional user-interface and MIDI scaling variables in the perfroll module that we need to move here.

File perfnames.cpp

When bringing up this dialog, and starting play from it, some extra horizontal lines are drawn for some of the sequences. This happens even in seq24, so this is long standing behavior. Is it useful, and how? Where is it done? In perfroll?

Global seq64::editable_events::save_events ()

Consider what to do about the sequence::m_is_modified flag.

Global seq64::eventedit::handle_save ()

Could also support writing the events to a new sequence, for added flexibility.

Global seq64::mainwid::timeout ()

We should use this callback to display the current time in the playback.

Global seq64::mainwnd::mainwnd (perform &p, bool allowperf2=true, int ppqn=SEQ64_USE_DEFAULT_↩ PPQN)

Offload most of the work into an initialization function like options does; make the perform parameter a reference; valgrind flags m_tooltips as lost data, but if we try to manage it ourselves, many more leaks occur.

Global seq64::mainwnd::on_key_release_event (GdkEventKey ∗ev)

Test this functionality in old and new application.

Global seq64::perfedit::perfedit (perform &p, bool second_perfedit=false, int ppqn=SEQ64_USE_DEFAU↩ LT_PPQN)

Offload most of the work into an initialization function like options does.

Global seq64::perform::add_sequence (sequence ∗seq, int perf)

Shouldn't we wrap around the sequence list if we can't find an empty sequence slot after prefnum?

This function needs some deeper analysis against the original, in my opinion.

Global seq64::perform::m_seqs [c_max_sequence]

First, make the sequence array a vector, and second, put allof these flags into a structure and access those members indirectly.

Global seq64::perform::pop_trigger_undo ()

Look at seq32/src/perform.cpp and the perform :: push_trigger_undo(track) function, which has a track parameter that has a -1 values the supports all tracks. It requires two new vectors (one for undo, one for redo), two new flags (likewise). We've put this code in place, no longer macroed out, now permanent.

Global seq64::perform::set_left_tick (midipulse tick, bool setstart=true)

The perform::m_one_measure member is currently hardwired to PPQN ∗ 4.

Global seq64::perfroll::set_ppqn (int ppqn)

Resolve the issue of c_perf_scale_x versus m_perf_scale_x in perfroll.

Global seq64::perftime::set_ppqn (int ppqn)

We need make the 4 constant variable per the number of beats (quarter-notes) per bar, and also at least make 16 (4x4) a meaningful manifest constant.

Global seq64::pulses_to_string (midipulse p)

Still needs to be unit tested.

Global seq64::pulses_to_timestring (midipulse p, const midi_timing &timinginfo)

Still needs to be unit tested.

Global seq64::seqdata::on_scroll_event (GdkEventScroll *ev)

DOCUMENT the seqdata scrolling behavior in the documentation projects.

Global seq64::seqedit::get_measures ()

Create a sequence::set_units() function or a sequence::get_measures() function to forward to.

Global seq64::seqedit::seqedit (perform &perf, sequence &seq, int pos, int ppqn=SEQ64_USE_DEFAULT_PPQN)

Offload most of the work into an initialization function like options does.

Global seq64::seqedit::set_beat_width (int bw)

Check if verification is needed at this point.

Global seq64::seqedit::set_beats_per_bar (int bpm)

Check if verification is needed at this point.

Global seq64::seqedit::set_measures (int lim)

Check if verification is needed at this point.

Global seq64::seqmenu::m_modified

We need to make sure that the perform object is in control of the modification flag.

Global seq64::seqmenu::seq_copy ()

Can be offloaded to a perform member function that accepts a sequence clipboard non-const reference parameter.

Global seq64::seqmenu::seq_cut ()

A lot of seq_cut() can be offloaded to a (new) perform member function that takes a sequence clipboard non-const reference parameter.

Global seq64::seqmenu::seq_paste ()

All of seq_paste() can be offloaded to a (new) perform member function with a const clipboard reference parameter.

Global seq64::seqtime::update_pixmap ()

Sizing needs to be controlled by font parameters. Instead of 19 or 20, estimate the width of 3 letters. Instead of 9 pixels down, use the height of the seqtime and the height of a character.

Global seq64::sequence::get_minmax_note_events (int &lowest, int &highest)

For efficency, we should calculate this only when the event set changes, and save the results and return them if good.

Global seq64::sequence::stream_event (event &ev)

When we feel like debugging, we will replace the global is-playing call with the parent perform's is-running call.

Global seq64::triggers::next (midipulse *tick_on, midipulse *tick_off, bool *selected, midipulse *tick_offset)

It would be a bit simpler to simply return a trigger object, wouldn't it?

Chapter 8

Deprecated List

Global seq64::clock_tick_duration_bogus (int bpm, int ppqn)

This is a somewhat bogus calculation used only for "statistical" output in the old perform module. Name changed to reflect this unfortunate fact. Use pulse_length_us() instead.

Global seq64::sequence::get_name () const

Chapter 9

Namespace Index

9.1 Namespace List

Here is a list of all namespaces with brief descriptions:

Gtk 43
seq64
Define this macro to use the new seq24 v 43

Chapter 10

Hierarchical Index

10.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

seq64::AbstractPerfInput . . . 103
  seq64::FruityPerfInput . . . 206
  seq64::Seq24PerfInput . . . 583
seq64::automutex . . . 106
seq64::click . . . 108
seq64::configfile . . . 114
  seq64::optionsfile . . . 435
  seq64::userfile . . . 822
Dialog
  seq64::options . . . 430
DrawingArea
  seq64::gui_palette_gtk2 . . . 238
    seq64::gui_drawingarea_gtk2 . . . 220
      seq64::eventslots . . . 184
      seq64::maintime . . . 322
      seq64::mainwid . . . 328
      seq64::perfnames . . . 456
      seq64::perfroll . . . 536
      seq64::perftime . . . 555
      seq64::seqdata . . . 588
      seq64::seqevent . . . 629
      seq64::seqkeys . . . 643
      seq64::seqroll . . . 664
      seq64::seqtime . . . 693
seq64::editable_events . . . 130
Entry
  seq64::keybindentry . . . 275
seq64::event . . . 138
  seq64::editable_event . . . 117
seq64::event_list::event_key . . . 156
seq64::event_list . . . 158
seq64::font . . . 201
seq64::FruitySeqEventInput . . . 210
seq64::FruitySeqRollInput . . . 213

seq64::gui_assistant 216
seq64::gui_assistant_gtk2 218
seq64::jack_assistant 252
seq64::jack_scratchpad 272
seq64::jack_status_pair_t 274
seq64::keys_perform 278
seq64::keys_perform_gtk2 305
seq64::keys_perform_transfer 307
seq64::keystroke 310
seq64::lash 315
seq64::mastermidibus 358
seq64::midi_container 372
seq64::midi_list 383
seq64::midi_vector 397
seq64::midi_control 379
seq64::midi_measures 387
seq64::midi_splitter 389
seq64::midi_timing 393
seq64::midibus 400
seq64::midifile 408
seq64::mutex 428
seq64::condition_var 112
seq64::editable_event::name_value_t 429
ObjectBase
seq64::seqmenu 653
seq64::mainwid 328
seq64::perfnames 456
seq64::perform 464
seq64::performcallback 535
seq64::mainwnd 341
seq64::rc_settings 564
seq64::rect 581
seq64::gui_drawingarea_gtk2::rect 582
seq64::Seq24SeqEventInput 586
seq64::sequence 698
seq64::trigger 763
seq64::triggers 767
seq64::user_instrument 783
seq64::user_instrument_t 787
seq64::user_midi_bus 788
seq64::user_midi_bus_t 792
seq64::user_settings 792
Window
seq64::gui_window_gtk2 248
seq64::eventedit 169
seq64::lfownd 318
seq64::mainwnd 341
seq64::perfedit 439
seq64::seqedit 599

Chapter 11

Data Structure Index

11.1 Data Structures

Here are the data structures with brief descriptions:

seq64::AbstractPerfInput
: Provides an abstract base class to provide the minimal interface for the various "perf input" classes . . . 103

seq64::automutex
: Provides a mutex that locks automatically when created, and unlocks when destroyed . . . 106

seq64::click
: Encapsulates any possible mouse click . . . 108

seq64::condition_var
: A mutex works best in conjunction with a condition variable . . . 112

seq64::configfile
: This class is the abstract base class for optionsfile and userfile . . . 114

seq64::editable_event
: Provides for the management of MIDI editable events . . . 117

seq64::editable_events
: Provides for the management of an ordered collection MIDI editable events . . . 130

seq64::event
: Provides events for management of MIDI events . . . 138

seq64::event_list::event_key
: Provides a key value for an event map . . . 156

seq64::event_list
: Receptable for MIDI events . . . 158

seq64::eventedit
: This class supports an Event Editor that is used to tweak the details of events and get a better idea of the mix of events in a sequence . . . 169

seq64::eventslots
: This class implements the left-side list of events in the pattern event-edit window . . . 184

seq64::font
: This class provides a wrapper for rendering fonts that are encoded as a 16 x 16 pixmap file in XPM format . . . 201

seq64::FruityPerfInput
: Implements the performance input of that certain fruity sequencer that people seem to like . . . 206

seq64::FruitySeqEventInput
: This structure implements the interaction methods for the "fruity" mode of operation . . . 210

seq64::FruitySeqRollInput
: Implements the fruity mouse interaction paradigm for the seqroll . . . 213

seq64::gui_assistant
This class provides an interface for some of the GUI support needed in Sequencer64 216
seq64::gui_assistant_gtk2
This class provides an interface for some of the Gtk/Gdk/Glib support needed in Sequencer64 218
seq64::gui_drawingarea_gtk2
Implements the basic drawing areas of the application 220
seq64::gui_palette_gtk2
Implements a stock palette of Gdk::Color elements 238
seq64::gui_window_gtk2
This class supports a basic interface for Gtk::Window-derived objects 248
seq64::jack_assistant
This class provides the performance mode JACK support 252
seq64::jack_scratchpad
Provide a temporary structure for passing data and results between a perform and jack_assistant object 272
seq64::jack_status_pair_t
Provides an internal type to make it easier to display a specific and accurate human-readable message when a JACK operation fails 274
seq64::keybindentry
Class for management of application key-bindings 275
seq64::keys_perform
This class supports the performance mode 278
seq64::keys_perform_gtk2
This class supports the performance mode 305
seq64::keys_perform_transfer
Provides a data-transfer structure to make it easier to fill in a keys_perform object's members using sscanf() 307
seq64::keystroke
Encapsulates any practical keystroke 310
seq64::lash
This class supports LASH operations, if compiled with LASH support (i.e 315
seq64::lfownd
One LFO window class 318
seq64::maintime
This class provides the drawing of the progress bar at the top of the main window, along with two "pills" that move in time with the beat and measure 322
seq64::mainwid
This class implements the piano roll area of the application 328
seq64::mainwnd
This class implements the functionality of the main window of the application, except for the Patterns Panel functionality, which is implemented in the mainwid class 341
seq64::mastermidibus
The class that "supervises" all of the midibus objects? 358
seq64::midi_container
This class is the abstract base class for a container of MIDI track information 372
seq64::midi_control
This class (formerly a struct) contains the control information for sequences that make up a live set 379
seq64::midi_list
This class is the std::list implementation of the midi_container 383
seq64::midi_measures
Provides a data structure to hold the numeric equivalent of the measures string "measures↩ :beats:divisions" ("m:b:d") 387
seq64::midi_splitter
This class handles the parsing and writing of MIDI files 389
seq64::midi_timing
We anticipate the need to have a small structure holding the parameters needed to calculate MIDI times within an arbitrary song 393

seq64::midi_vector
This class is the std::vector implementation of the midi_container . . . 397
seq64::midibus
Provides a class for handling the MIDI buss on Linux . . . 400
seq64::midifile
This class handles the parsing and writing of MIDI files . . . 408
seq64::mutex
Simple wrapper for the pthread_mutex_t type used as a recursive mutex . . . 428
seq64::editable_event::name_value_t
Provides a type that contains the pair of values needed for the various lookup maps that are needed to manage editable events . . . 429
seq64::options
This class supports a full tabbed options dialog . . . 430
seq64::optionsfile
Provides a file for reading and writing the application' main configuration file . . . 435
seq64::perfedit
This class supports a Performance Editor that is used to arrange the patterns/sequences defined in the patterns panel . . . 439
seq64::perfnames
This class implements the left-side keyboard in the patterns window . . . 456
seq64::perform
This class supports the performance mode . . . 464
seq64::performcallback
Provides for notification of events . . . 535
seq64::perfroll
This class implements the performance roll user interface . . . 536
seq64::perftime
This class implements drawing the piano time at the top of the "performance window" (the "song editor") . . . 555
seq64::rc_settings
This class contains the options formerly named "global_xxxxxx" . . . 564
seq64::rect
A small helper class representing a rectangle . . . 581
seq64::gui_drawingarea_gtk2::rect
A small helper structure representing a rectangle . . . 582
seq64::Seq24PerfInput
Implements the default (Seq24) performance input characteristics of this application . . . 583
seq64::Seq24SeqEventInput
This structure implement the normal interaction methods for Seq24 . . . 586
seq64::seqdata
This class supports drawing piano-roll eventis on a window . . . 588
seq64::seqedit
Implements the Pattern Editor, which has references to: . . . 599
seq64::seqevent
Implements the piano event drawing area . . . 629
seq64::seqkeys
This class implements the left side piano of the pattern/sequence editor . . . 643
seq64::seqmenu
This class handles the right-click menu of the sequence slots in the pattern window . . . 653
seq64::seqroll
Implements the piano roll section of the pattern editor . . . 664
seq64::seqtime
This class implements the piano time, whatever that is . . . 693
seq64::sequence
Firstly a receptable for a single track of MIDI data read from a MIDI file or edited into a pattern 698
seq64::trigger
This class hold a single trigger for a sequence object . . . 763

seq64::triggers
Receptable the triggers that can be used with a sequence object 767
seq64::user_instrument
Provides data about the MIDI instruments, readable from the "user" configuration file 783
seq64::user_instrument_t
This structure corresponds to [user-instrument-N] definitions in the ~/.seq24usr or ~/.config/sequencer64/sequencer64.usr file 787
seq64::user_midi_bus
Provides data about the MIDI busses, readable from the "user" configuration file 788
seq64::user_midi_bus_t
This structure corresponds to [user-midi-bus-0] definitions in the ~/.seq24usr ("user") file (~/.config/sequencer64/sequencer64.usr in the latest version of the application) 792
seq64::user_settings
Holds the current values of sequence settings and settings that can modify the number of sequences and the configuration of the user-interface 792
seq64::userfile
Supports the user's ~/.config/sequencer64/sequencer64.usr and ~/.seq24usr configuration file 822

Chapter 12

Namespace Documentation

12.1 Gtk Namespace Reference

12.2 seq64 Namespace Reference

Define this macro to use the new seq24 v.

Data Structures

- class AbstractPerfInput

  Provides an abstract base class to provide the minimal interface for the various "perf input" classes.
- class automutex

  Provides a mutex that locks automatically when created, and unlocks when destroyed.
- class click

  Encapsulates any possible mouse click.
- class condition_var

  A mutex works best in conjunction with a condition variable.
- class configfile

  This class is the abstract base class for optionsfile and userfile.
- class editable_event

  Provides for the management of MIDI editable events.
- class editable_events

  Provides for the management of an ordered collection MIDI editable events.
- class event

  Provides events for management of MIDI events.
- class event_list

  The event_list class is a receptable for MIDI events.
- class eventedit

  This class supports an Event Editor that is used to tweak the details of events and get a better idea of the mix of events in a sequence.
- class eventslots

  This class implements the left-side list of events in the pattern event-edit window.
- class font

  This class provides a wrapper for rendering fonts that are encoded as a 16 x 16 pixmap file in XPM format.

- class FruityPerfInput

  Implements the performance input of that certain fruity sequencer that people seem to like.
- struct FruitySeqEventInput

  This structure implements the interaction methods for the "fruity" mode of operation.
- class FruitySeqRollInput

  Implements the fruity mouse interaction paradigm for the seqroll.
- class gui_assistant

  This class provides an interface for some of the GUI support needed in Sequencer64.
- class gui_assistant_gtk2

  This class provides an interface for some of the Gtk/Gdk/Glib support needed in Sequencer64.
- class gui_drawingarea_gtk2

  Implements the basic drawing areas of the application.
- class gui_palette_gtk2

  Implements a stock palette of Gdk::Color elements.
- class gui_window_gtk2

  This class supports a basic interface for Gtk::Window-derived objects.
- class jack_assistant

  This class provides the performance mode JACK support.
- class jack_scratchpad

  Provide a temporary structure for passing data and results between a perform and jack_assistant object.
- struct jack_status_pair_t

  Provides an internal type to make it easier to display a specific and accurate human-readable message when a JACK operation fails.
- class keybindentry

  Class for management of application key-bindings.
- class keys_perform

  This class supports the performance mode.
- class keys_perform_gtk2

  This class supports the performance mode.
- struct keys_perform_transfer

  Provides a data-transfer structure to make it easier to fill in a keys_perform object's members using sscanf().
- class keystroke

  Encapsulates any practical keystroke.
- class lash

  This class supports LASH operations, if compiled with LASH support (i.e.
- class lfownd

  One LFO window class.
- class maintime

  This class provides the drawing of the progress bar at the top of the main window, along with two "pills" that move in time with the beat and measure.
- class mainwid

  This class implements the piano roll area of the application.
- class mainwnd

  This class implements the functionality of the main window of the application, except for the Patterns Panel functionality, which is implemented in the mainwid class.
- class mastermidibus

  The class that "supervises" all of the midibus objects?
- class midi_container

  This class is the abstract base class for a container of MIDI track information.
- class midi_control

  This class (formerly a struct) contains the control information for sequences that make up a live set.

- class midi_list

  This class is the std::list implementation of the midi_container.
- class midi_measures

  Provides a data structure to hold the numeric equivalent of the measures string "measures:beats:divisions" ("m:b:d").
- class midi_splitter

  This class handles the parsing and writing of MIDI files.
- class midi_timing

  We anticipate the need to have a small structure holding the parameters needed to calculate MIDI times within an arbitrary song.
- class midi_vector

  This class is the std::vector implementation of the midi_container.
- class midibus

  Provides a class for handling the MIDI buss on Linux.
- class midifile

  This class handles the parsing and writing of MIDI files.
- class mutex

  The mutex class provides a simple wrapper for the pthread_mutex_t type used as a recursive mutex.
- class options

  This class supports a full tabbed options dialog.
- class optionsfile

  Provides a file for reading and writing the application' main configuration file.
- class perfedit

  This class supports a Performance Editor that is used to arrange the patterns/sequences defined in the patterns panel.
- class perfnames

  This class implements the left-side keyboard in the patterns window.
- class perform

  This class supports the performance mode.
- struct performcallback

  Provides for notification of events.
- class perfroll

  This class implements the performance roll user interface.
- class perftime

  This class implements drawing the piano time at the top of the "performance window" (the "song editor").
- class rc_settings

  This class contains the options formerly named "global_xxxxxx".
- class rect

  A small helper class representing a rectangle.
- class Seq24PerfInput

  Implements the default (Seq24) performance input characteristics of this application.
- struct Seq24SeqEventInput

  This structure implement the normal interaction methods for Seq24.
- class seqdata

  This class supports drawing piano-roll eventis on a window.
- class seqedit

  Implements the Pattern Editor, which has references to:
- class seqevent

  Implements the piano event drawing area.
- class seqkeys

  This class implements the left side piano of the pattern/sequence editor.
- class seqmenu

This class handles the right-click menu of the sequence slots in the pattern window.

- class seqroll

  Implements the piano roll section of the pattern editor.
- class seqtime

  This class implements the piano time, whatever that is.
- class sequence

  The sequence class is firstly a receptable for a single track of MIDI data read from a MIDI file or edited into a pattern.
- class trigger

  This class hold a single trigger for a sequence object.
- class triggers

  The triggers class is a receptable the triggers that can be used with a sequence object.
- class user_instrument

  Provides data about the MIDI instruments, readable from the "user" configuration file.
- struct user_instrument_t

  This structure corresponds to `[user-instrument-N]` definitions in the `~/.seq24usr` or `~/.config/sequencer64/seq usr` file.
- class user_midi_bus

  Provides data about the MIDI busses, readable from the "user" configuration file.
- struct user_midi_bus_t

  This structure corresponds to `[user-midi-bus-0]` definitions in the `~/.seq24usr` ("user") file (`~/.config/sequencer64/sequencer64.usr` in the latest version of the application).
- class user_settings

  Holds the current values of sequence settings and settings that can modify the number of sequences and the configuration of the user-interface.
- class userfile

  Supports the user's `~/.config/sequencer64/sequencer64.usr` and `~/.seq24usr` configuration file.

Typedefs

- typedef unsigned char midibyte

  Provides a fairly common type definition for a byte value.
- typedef unsigned char bussbyte

  Distinguishes a buss/bus number from other MIDI bytes.
- typedef unsigned short midishort

  Distinguishes a short value from the unsigned short values implicit in short-valued MIDI numbers.
- typedef unsigned long midilong

  Distinguishes a long value from the unsigned long values implicit in long-valued MIDI numbers.
- typedef long midipulse

  Distinguishes a long value from the unsigned long values implicit in MIDI time measurements.

Enumerations

- enum wave_type_t {
  WAVE_NONE,
  WAVE_SINE,
  WAVE_SAWTOOTH,
  WAVE_REVERSE_SAWTOOTH,
  WAVE_TRIANGLE }

  Provides a clear enumation of wave types supported by the wave function.

- enum seq_modifier_t {
  SEQ64_NO_MASK,
  SEQ64_SHIFT_MASK,
  SEQ64_LOCK_MASK,
  SEQ64_CONTROL_MASK,
  SEQ64_MOD1_MASK,
  SEQ64_MOD2_MASK,
  SEQ64_MOD3_MASK,
  SEQ64_MOD4_MASK,
  SEQ64_MOD5_MASK,
  SEQ64_BUTTON1_MASK,
  SEQ64_BUTTON2_MASK,
  SEQ64_BUTTON3_MASK,
  SEQ64_BUTTON4_MASK,
  SEQ64_BUTTON5_MASK,
  SEQ64_SUPER_MASK,
  SEQ64_HYPER_MASK,
  SEQ64_META_MASK,
  SEQ64_RELEASE_MASK,
  SEQ64_MASK_MAX }

  Types of modifiers, essentially copied from gtk-2.0/gdk/gdktypes.h.
- enum seq_event_type_t {
  SEQ64_NOTHING,
  SEQ64_DELETE,
  SEQ64_DESTROY,
  SEQ64_EXPOSE,
  SEQ64_MOTION_NOTIFY,
  SEQ64_BUTTON_PRESS,
  SEQ64_2BUTTON_PRESS,
  SEQ64_3BUTTON_PRESS,
  SEQ64_BUTTON_RELEASE,
  SEQ64_KEY_PRESS,
  SEQ64_KEY_RELEASE,
  SEQ64_SCROLL,
  SEQ64_EVENT_LAST }

  Event types copped from gtk-2.0/gdk/gdkevents.h for use with this application.
- enum seq_scroll_direction_t {
  SEQ64_SCROLL_UP,
  SEQ64_SCROLL_DOWN,
  SEQ64_SCROLL_LEFT,
  SEQ64_SCROLL_RIGHT }

  Types of scroll events, essentially copied from gtk-2.0/gdk/gdkevents.h.
- enum clock_e {
  e_clock_off,
  e_clock_pos,
  e_clock_mod }

  A clock enumeration, as used in the File / Options / MIDI Clock dialog.
- enum interaction_method_t {
  e_seq24_interaction,
  e_fruity_interaction,
  e_number_of_interactions }

  Provides codes for the mouse-handling used by the application.
- enum c_music_scales {
  c_scale_off,
  c_scale_major,
  c_scale_minor,
  c_scale_harmonic_minor,

c_scale_melodic_minor,
c_scale_c_whole_tone,
c_scale_blues,
c_scale_major_pentatonic,
c_scale_minor_pentatonic,
c_scale_size }

Corresponds to the small number of musical scales that the application can handle.

- enum draw_type_t {
DRAW_FIN,
DRAW_NORMAL_LINKED,
DRAW_NOTE_ON,
DRAW_NOTE_OFF }

  Provides a set of methods for drawing certain items.
- enum mouse_action_e {
e_action_select,
e_action_draw,
e_action_grow }

  Mouse actions, for the Pattern Editor.
- enum edit_action_t {
c_select_all_notes,
c_select_all_events,
c_select_inverse_notes,
c_select_inverse_events,
c_quantize_notes,
c_quantize_events,
c_tighten_events,
c_tighten_notes,
c_transpose_notes,
c_reserved,
c_transpose_h,
c_expand_pattern,
c_compress_pattern,
c_select_even_notes,
c_select_odd_notes,
c_swing_notes }

  Actions.

Functions

- std::string wave_type_name (wave_type_t wavetype)

  Converts a wave type value to a string.
- bool extract_timing_numbers (const std::string &s, std::string &part_1, std::string &part_2, std::string &part_3, std::string &fraction)

  Extracts up to 4 numbers from a colon-delimited string.
- std::string pulses_to_string (midipulse p)

  Converts MIDI pulses (also known as ticks, clocks, or divisions) into a string.
- std::string pulses_to_measurestring (midipulse p, const midi_timing &seqparms)

  Converts a MIDI pulse/ticks/clock value into a string that represents "measures:beats:ticks" ("measures:beats:division").
- bool pulses_to_midi_measures (midipulse p, const midi_timing &seqparms, midi_measures &measures)

  Converts a MIDI pulse/ticks/clock value into a string that represents "measures:beats:ticks" ("measures:beats:division").
- std::string pulses_to_timestring (midipulse p, int bpm, int ppqn)

  Converts a MIDI pulse/ticks/clock value into a string that represents "hours:minutes:seconds.fraction".

- std::string pulses_to_timestring (midipulse p, const midi_timing &timinginfo)

  Converts a MIDI pulse/ticks/clock value into a string that represents "hours:minutes:seconds.fraction".
- midipulse measurestring_to_pulses (const std::string &measures, const midi_timing &seqparms)

  Converts a string that represents "measures:beats:division" to a MIDI pulse/ticks/clock value.
- midipulse midi_measures_to_pulses (const midi_measures &measures, const midi_timing &seqparms)

  Converts a string that represents "measures:beats:division" to a MIDI pulse/ticks/clock value.
- midipulse timestring_to_pulses (const std::string &timestring, int bpm, int ppqn)

  Converts a string that represents "hours:minutes:seconds.fraction" into a MIDI pulse/ticks/clock value.
- midipulse string_to_pulses (const std::string &s, const midi_timing &mt)

  Converts a time string to pulses.
- midibyte string_to_midibyte (const std::string &s)

  Converts a string to a MIDI byte.
- std::string shorten_file_spec (const std::string &fpath, int leng)

  Shortens a file-specification to make sure it is no longer than the provided length value.
- bool string_not_void (const std::string &s)

  Tests that a string is not empty and has non-space characters.
- bool string_is_void (const std::string &s)

  Tests that a string is empty or has only white-space characters.
- bool strings_match (const std::string &target, const std::string &x)

  Compares two strings for a form of semantic equality, for the purposes of editable_event(), for example.
- int log2_time_sig_value (int tsd)

  Calculates the log-base-2 value of a number that is already a power of 2.
- void tempo_us_to_bytes (midibyte t[3], int tempo_us)

  Provide a way to convert a tempo value (microseconds per quarter note) into the three bytes needed as value in a Tempo meta event.
- int zoom_power_of_2 (int ppqn)

  Calculates a suitable starting zoom value for the given PPQN value.
- double beats_per_minute_from_tempo_us (double tempous)

  This function calculates the effective beats-per-minute based on the value of a Tempo meta-event.
- double tempo_us_from_beats_per_minute (double bpm)

  This function is the inverse of beats_per_minute_from_tempo().
- long tempo_to_us (int bpm)

  Converts tempo (e.g.
- double pulse_length_us (int bpm, int ppqn)

  Calculates pulse-length from the BPM (beats-per-minute) and PPQN (pulses-per-quarter-note) values.
- double delta_time_us_to_ticks (unsigned long us, int bpm, int ppqn)

  Converts delta time in microseconds to ticks.
- double ticks_to_delta_time_us (midipulse delta_ticks, int bpm, int ppqn)

  Converts the time in ticks ("clocks") to delta time in microseconds.
- double clock_tick_duration_bogus (int bpm, int ppqn)

  Calculates the duration of a clock tick based on PPQN and BPM settings.
- int clock_ticks_from_ppqn (int ppqn)

  A simple calculation to convert PPQN to MIDI clock ticks.
- double double_ticks_from_ppqn (int ppqn)

  A simple calculation to convert PPQN to MIDI clock ticks.
- midipulse pulses_per_measure (int ppqn=SEQ64_DEFAULT_PPQN)

  Calculates the pulses per measure.
- midipulse measures_to_ticks (int bpm, int ppqn, int bw, int measures=1)

  Calculates the length of an integral number of measures, in ticks.
- double wave_func (double angle, wave_type_t wavetype)

  Calculates a wave function for use as an LFO (low-frequency oscillator) for modifying data values in a sequence.

- bool help_check (int argc, char ∗argv [ ])

  Checks to see if the first option is a help or version argument, just so we can skip the "Reading configuration ..." messages.
- bool parse_options_files (perform &p, int argc, char ∗argv [ ])

  Provides the command-line option support, as well as some setup support, extracted from the main routine of Sequencer64.
- int parse_command_line_options (perform &p, int argc, char ∗argv [ ])

  Parses the command-line options on behalf of the application.
- bool write_options_files (const perform &p)

  Saves all options to the "rc" and "user" configuration files.
- std::string build_details ()

  Generates a string describing the features of the build.
- std::string to_string (const event &ev)

  A free function to convert an event into an informative string, just enough to save some debugging time.
- bool file_access (const std::string &targetfile, int mode)
- bool file_exists (const std::string &filename)

  Checks a file for existence.
- bool file_readable (const std::string &filename)

  Checks a file for readability.
- bool file_writable (const std::string &filename)

  Checks a file for writability.
- bool file_accessible (const std::string &filename)

  Checks a file for readability and writability.
- bool file_executable (const std::string &filename)

  Checks a file for the ability to be executed.
- bool file_is_directory (const std::string &filename)

  Checks a file to see if it is a directory.
- bool make_directory (const std::string &pathname)

  A function to ensure that the ∼/.config/sequencer64 directory exists.
- bool ppqn_is_valid (int ppqn)

  Common code for handling PPQN settings.
- int jack_sync_callback (jack_transport_state_t state, jack_position_t ∗pos, void ∗arg)

  Global functions for JACK support and JACK sessions.
- void jack_shutdown_callback (void ∗arg)

  This callback is to shut down JACK by clearing the jack_assistant :: m_jack_running flag.
- void jack_timebase_callback (jack_transport_state_t state, jack_nframes_t nframes, jack_position_t ∗pos, int new_pos, void ∗arg)

  The JACK timebase function defined here sets the JACK position structure.
- int jack_process_callback (jack_nframes_t nframes, void ∗arg)
- long get_current_jack_position (void ∗arg)
- void jack_session_callback (jack_session_event_t ∗ev, void ∗arg)

  Set the m_jsession_ev (event) value of the perform object.
- bool invalid_key (unsigned int key)
- std::string keyval_name (unsigned int key)

  Obtains the name of the key.
- void keyval_normalize (keys_perform_transfer &k)

  For the case in which the "rc" file is missing or corrupt, this function makes sure that each control key has a reasonable value.
- bool create_lash_driver (perform &p, int argc, char ∗∗argv)

  Creates and starts a lash object.
- lash ∗ lash_driver ()

  Provides access to the lash object.

- void delete_lash_driver ()

  Deletes the last object.
- bool is_null_midipulse (midipulse p)

  Compares a midipulse value to SEQ64_NULL_MIDIPULSE.
- void * output_thread_func (void *p)

  Global functions defined in perform.cpp.
- void * input_thread_func (void *myperf)

  Set up the performance, and set the process to realtime privileges.
- rc_settings & rc ()

  Returns a reference to the global rc_settings object.
- user_settings & usr ()

  Returns a reference to the global user_settings object, for better encapsulation.
- int choose_ppqn (int ppqn)

  Common code for handling PPQN settings.
- long min (long a, long b)

  min() for long values.
- static std::string make_section_name (const std::string &label, int value)

  Provides a purely internal, ad hoc helper function to create numbered section names for the userfile class.
- font & font_render ()

  The p_font_renderer pointer was once created in the main module, sequencer64.cpp.
- Gtk::Adjustment & adjustment_dummy ()

  Provides a way to provide a dummy Gtk::Adjustment object, but not create one until it is actually needed, so that the Glib/Gtk infrastructure is ready for it.
- void update_mainwid_sequences ()

  This global function in the seq64 namespace calls mainwid :: update_sequences_on_window(), if the global mainwid object exists.
- void update_perfedit_sequences ()

  This global function in the seq64 namespace calls perfedit :: draw_sequences(), if the global perfedit objects exist.
- int FF_RW_timeout (void *arg)

  This global function in the seq64 namespace is passed to the gtk_timeout_add callback.
- static long clamp (long val, long low, long hi)

  An internal function used by the FruitySeqRollInput class.
- static long clamp (long val, long low, long hi)

  An internal function used by the FruitySeqRollInput class.

Variables

- std::string c_controller_names [SEQ64_MIDI_COUNT_MAX]

  Provides the default names of MIDI controllers.
- const midibyte EVENT_STATUS_BIT

  This highest bit of the status byte is always 1.
- const midibyte EVENT_ANY

  Channel Voice Messages.
- const midibyte EVENT_NOTE_OFF
- const midibyte EVENT_NOTE_ON
- const midibyte EVENT_AFTERTOUCH
- const midibyte EVENT_CONTROL_CHANGE
- const midibyte EVENT_PROGRAM_CHANGE
- const midibyte EVENT_CHANNEL_PRESSURE
- const midibyte EVENT_PITCH_WHEEL
- const midibyte EVENT_MIDI_SYSEX

System Messages.

- const midibyte EVENT_MIDI_QUARTER_FRAME
- const midibyte EVENT_MIDI_SONG_POS
- const midibyte EVENT_MIDI_SONG_SELECT
- const midibyte EVENT_MIDI_SONG_F4
- const midibyte EVENT_MIDI_SONG_F5
- const midibyte EVENT_MIDI_TUNE_SELECT
- const midibyte EVENT_MIDI_SYSEX_END
- const midibyte EVENT_MIDI_SYSEX_CONTINUE
- const midibyte EVENT_MIDI_CLOCK
- const midibyte EVENT_MIDI_SONG_F9
- const midibyte EVENT_MIDI_START
- const midibyte EVENT_MIDI_CONTINUE
- const midibyte EVENT_MIDI_STOP
- const midibyte EVENT_MIDI_SONG_FD
- const midibyte EVENT_MIDI_ACTIVE_SENS
- const midibyte EVENT_MIDI_RESET
- const midibyte EVENT_MIDI_META

  0xFF is a MIDI "escape code" used in MIDI files to introduce a MIDI meta event.
- const midibyte EVENT_NULL_CHANNEL

  This value of 0xFF is Sequencer64's channel value that indicates that the event's m_channel value is bogus.
- const midibyte EVENT_GET_CHAN_MASK

  These file masks are used to obtain or to mask off the channel data from a status byte.
- const midibyte EVENT_CLEAR_CHAN_MASK
- const int EVENTS_ALL

  Variable from the "stazed" extras.
- const int EVENTS_UNSELECTED
- const int c_midibus_output_size

  Manifest global constants.
- const int c_midibus_input_size

  The c_midibus_input_size value is passed, in mastermidibus, to snd_seq_set_input_buffer_size().
- const int c_midibus_sysex_chunk

  Controls the amount a SysEx data sent at one time, in the midibus module.
- const midilong c_midibus

  Provides tags used by the midifile class to control the reading and writing of the extra "proprietary" information stored in a Seq24 MIDI file.
- const midilong c_midich

  Track channel number.
- const midilong c_midiclocks

  Track clocking.
- const midilong c_triggers

  See c_triggers_new.
- const midilong c_notes

  Song data.
- const midilong c_timesig

  Track time signature.
- const midilong c_bpmtag

  Song beats/minute.
- const midilong c_triggers_new

  Track trigger data.
- const midilong c_mutegroups

  Song mute group data.

- const midilong c_midictrl

  Song MIDI control.
- const midilong c_musickey

  The track's key.
- const midilong c_musicscale

  The track's scale.
- const midilong c_backsequence

  Track background sequence.
- const midilong c_transpose

  Track transpose value.
- const midilong c_perf_bp_mes

  Perfedit beats/measure.
- const midilong c_perf_bw

  Perfedit beat-width.
- const int c_midi_track_ctrl

  Pseudo control values for associating MIDI events (I think) with automation of some of the controls in seq24.
- const int c_midi_control_bpm_up
- const int c_midi_control_bpm_dn
- const int c_midi_control_ss_up
- const int c_midi_control_ss_dn
- const int c_midi_control_mod_replace
- const int c_midi_control_mod_snapshot
- const int c_midi_control_mod_queue
- const int c_midi_control_mod_gmute
- const int c_midi_control_mod_glearn
- const int c_midi_control_play_ss
- const int c_midi_controls
- const bool c_scales_policy [c_scale_size][SEQ64_OCTAVE_SIZE]

  Each value in the kind of scale is denoted by a true value in these arrays.
- const int c_scales_transpose_up [c_scale_size][SEQ64_OCTAVE_SIZE]

  Increment values needed to transpose each scale up so that it remains in the same key.
- const int c_scales_transpose_dn [c_scale_size][SEQ64_OCTAVE_SIZE]

  Making these positive makes it easier to read, but the actual array contains negative values.
- const char c_scales_text [c_scale_size][20]

  The names of the currently-supported scales.
- const char c_key_text [SEQ64_OCTAVE_SIZE][4]

  Provides the entries for the Key dropdown menu in the Pattern Editor window.
- const char c_interval_text [16][4]

  Provides the entries for the Interval dropdown menu in the Pattern Editor window.
- const char c_chord_text [8][6]

  Provides the entries for the Chord dropdown menu in the Pattern Editor window.
- const int c_chord_number

  Additional support data for the chord-generation feature from Stazed's seq32 project.
- const char c_chord_table_text [c_chord_number][12]

  Additional support data for the chord-generation feature from Stazed's seq32 project.
- const int c_chord_size

  Provides the number of chord values in each chord's specification array.
- const int c_chord_table [c_chord_number][c_chord_size]

  Additional support data for the chord-generation feature from Stazed's seq32 project.
- const int c_max_instruments

  Provides the maximum number of instruments that can be defined in the ~/.seq24usr or ~/.config/sequencer64/sequencerc file.

- const int c_max_busses

  Provides the maximum number of MIDI buss definitions supported in the "user" file.
- static const std::string versiontext

  Sets up the "hardwired" version text for Sequencer64.
- static struct option long_options [ ]

  A structure for command parsing that provides the long forms of command-line arguments, and associates them with their respective short form.
- static const std::string s_arg_list

  Provides a complete list of the short options, and is passed to getopt_long().
- static const char *const s_help_1a

  Provides help text.
- static const char *const s_help_1b

  More help text.
- static const char *const s_help_2

  Still more help text.
- static const char *const s_help_3

  Still more help text.
- static const char *const s_help_4

  Still more help text.
- static const std::string s_build_highlight_empty

  This section of variables provide static information about the options enabled or disabled during the build.
- static const std::string s_build_lash_support
- static const std::string s_build_jack_support
- static const std::string s_build_jack_session
- static const std::string s_event_editor
- static const std::string s_build_pause_support
- static const std::string s_build_use_event_map
- static const std::string s_build_presort_events
- static const std::string s_build_chord_generator
- static const std::string s_build_edit_highlight
- static const std::string s_build_timesig_tempo
- static const std::string s_build_midi_vector
- static const std::string s_build_solid_grid
- static const std::string s_build_follow_progress
- static const std::string s_statistics_support
- static const std::string s_strip_empty_mutes
- static const std::string s_seq32_jack_support
- static const std::string s_seq32_transport
- static const std::string s_seq32_transpose
- static const std::string s_seq32_menu_buttons
- static const std::string s_seq32_lfo_support
- struct charpair_t s_character_mapping [ ]

  The array of mappings of the non-alphabetic characters.
- static lash * s_global_lash_driver

  The global pointer to the LASH driver instance.
- static const int c_status_replace

  Purely internal constants used with the functions that implement MIDI control for the application.
- static const int c_status_snapshot

  This value signals the "snapshot" functionality.
- static const int c_status_queue

  This value signals the "queue" functionality.
- static rc_settings g_rc_settings

Provides the replacement for all of the other "global_xxx" variables.

- static user_settings g_user_settings

  Provides the replacement for all of the other settings in the "user" configuration file, plus some of the "constants" in the globals module.
- static const long s_handlesize

  An internal variable for handle size.
- static const int s_jitter_amount

  An internal variable for user-jitter control.
- static mainwid * gs_mainwid_pointer

  Holds a pointer to the single instance of mainwnd for the entire application, once it is created.
- const int c_mainwid_x

  The width of the main pattern/sequence grid, in pixels.
- const int c_mainwid_y
- static perfedit * gs_perfedit_pointer_0

  Holds a pointer to the first instance of perfedit for the entire application, once it is created.
- static perfedit * gs_perfedit_pointer_1

  Holds a pointer to the second instance of perfedit for the entire application, once it is created.
- static const long s_handlesize

  An internal variable for handle size.

12.2.1 Detailed Description

Do not document a namespace; it breaks Doxygen.

Obsolete Now a permanent option.

0.9.3 delta-tick calculation code. This code doesn't quite work for generating the proper rate of MIDI clocks, and so have disabled that code until we can figure out what it is we're doing wrong. Do not enable it unless you are willing to test it.

Provides a new option to save the Time Signature and Tempo data that may be present in a MIDI file (in the first track) in the sequence object, and write them back to the MIDI file when saved again, in Sequencer64 format. The SeqSpec events that Seq24 and Sequencer64 save for these "events" are not readable by other MIDI applications, such as QTractor. By enabling this macro, other sequencers can read the correct time-signature and tempo values.

```
#define SEQ64_HANDLE_TIMESIG_AND_TEMPO
```

12.2.2 Typedef Documentation

12.2.2.1 midibyte

```
typedef unsigned char seq64::midibyte
```

This can be used for a MIDI buss/port number or for a MIDI channel number. See the SEQ64_INVALID_MIDIBYTE macro.

12.2.2.2 bussbyte

```
typedef unsigned char seq64::bussbyte
```

12.2.2.3 midishort

```
typedef unsigned short seq64::midishort
```

12.2.2.4 midilong

```
typedef unsigned long seq64::midilong
```

12.2.2.5 midipulse

```
typedef long seq64::midipulse
```

HOWEVER, CURRENTLY, if you make this value unsigned, then perfroll won't show any notes in the sequence bars!!! Also, a number of manipulations of this type currently depend upon it being a signed value.

12.2.3 Enumeration Type Documentation

12.2.3.1 wave_type_t

```
enum seq64::wave_type_t
```

We still have to clarify these type values, though.

Enumerator

WAVE_NONE	No waveform, never used.
WAVE_SINE	Sine wave modulation.
WAVE_SAWTOOTH	Saw-tooth (ramp) modulation.
WAVE_REVERSE_SAWTOOTH	Reverse saw-tooth (decay).
WAVE_TRIANGLE	No waveform, never used.

12.2.3.2 seq_modifier_t

```
enum seq64::seq_modifier_t
```

We have to tweak the names to avoid redeclaration errors and to "personalize" the values. We change "GDK" to "SEQ64".

Since we're getting events from, say Gtk-2.4, but using our (matching) values for comparison, use the CAST_EQ↩ UIVALENT() macro to compare them. Note that we might still end up having to a remapping (e.g. if trying to get the code to work with the Qt framework).

Enumerator

SEQ64_NO_MASK	
SEQ64_SHIFT_MASK	
SEQ64_LOCK_MASK	

Enumerator

SEQ64_CONTROL_MASK	
SEQ64_MOD1_MASK	
SEQ64_MOD2_MASK	
SEQ64_MOD3_MASK	
SEQ64_MOD4_MASK	
SEQ64_MOD5_MASK	
SEQ64_BUTTON1_MASK	
SEQ64_BUTTON2_MASK	
SEQ64_BUTTON3_MASK	
SEQ64_BUTTON4_MASK	
SEQ64_BUTTON5_MASK	
SEQ64_SUPER_MASK	Bits 13 and 14 are used by XKB, bits 15 to 25 are unused. Bit 29 is used internally.
SEQ64_HYPER_MASK	
SEQ64_META_MASK	
SEQ64_RELEASE_MASK	
SEQ64_MASK_MAX	

12.2.3.3 seq_event_type_t

```
enum seq64::seq_event_type_t
```

Only the values we need have been grabbed. We have to tweak the names to avoid redeclaration errors and to "personalize" the values. We change "GDK" to "SEQ64", but, for convenience (to hide errors? :-D), we keep the number the same.

Since we're getting events from, say Gtk-2.4, but using our (matching) values for comparison, use the CAST_EQ↩ UIVALENT() macro to compare them. Note that we might still end up having to a remapping (e.g. if trying to get the code to work with the Qt framework).

Enumerator

SEQ64_NOTHING	
SEQ64_DELETE	
SEQ64_DESTROY	
SEQ64_EXPOSE	
SEQ64_MOTION_NOTIFY	
SEQ64_BUTTON_PRESS	
SEQ64_2BUTTON_PRESS	
SEQ64_3BUTTON_PRESS	
SEQ64_BUTTON_RELEASE	
SEQ64_KEY_PRESS	
SEQ64_KEY_RELEASE	
SEQ64_SCROLL	
SEQ64_EVENT_LAST	

12.2.3.4 seq_scroll_direction_t

enum seq64::seq_scroll_direction_t

We have to tweak the names to avoid redeclaration errors and to "personalize" the values. We change "SEQ64" to "SEQ64".

Since we're getting events from, say Gtk-2.4, but using our (matching) values for comparison, use the CAST_EQ↩ UIVALENT() macro to compare them. Note that we might still end up having to a remapping (e.g. if trying to get the code to work with the Qt framework).

Enumerator

SEQ64_SCROLL_UP	
SEQ64_SCROLL_DOWN	
SEQ64_SCROLL_LEFT	
SEQ64_SCROLL_RIGHT	

12.2.3.5 clock_e

enum seq64::clock_e

This enumeration was also defined in midibus_portmidi.h, but we put it into this common module to avoid duplication.

Enumerator

e_clock_off	Corresponds to the "Off" selection in the MIDI Clock tab. With this setting, the MIDI Clock is disabled for the buss using this setting. Notes will still be sent that buss, of course. Some software synthesizer might require this setting in order to make a sound.
e_clock_pos	Corresponds to the "Pos" selection in the MIDI Clock tab. With this setting, MIDI Clock will be sent to this buss, and, if playback is starting beyond tick 0, then MIDI Song Position and MIDI Continue will also be sent on this buss.
e_clock_mod	Corresponds to the "Mod" selection in the MIDI Clock tab. With this setting, MIDI Clock and MIDI Start will be sent. But clocking won't begin until the Song Position has reached the start modulo (in 1/16th notes) that is specified.

12.2.3.6 interaction_method_t

enum seq64::interaction_method_t

Moved here from the globals.h module.

Enumerator

e_seq24_interaction	Use the normal mouse interactions.
e_fruity_interaction	The "fruity" mouse interactions.
e_number_of_interactions	Keep this last... a size value.

12.2.3.7 c_music_scales

enum seq64::c_music_scales

Scales can be shown in the piano roll as gray bars for reference purposes.

We've added three more scales; there are still a number of them that could be fruitfully added to the list of scales.

It would be good to offload this stuff into a new "scale" class.

Enumerator

c_scale_off	
c_scale_major	
c_scale_minor	
c_scale_harmonic_minor	
c_scale_melodic_minor	
c_scale_c_whole_tone	
c_scale_blues	
c_scale_major_pentatonic	
c_scale_minor_pentatonic	
c_scale_size	

12.2.3.8 draw_type_t

enum seq64::draw_type_t

These values are used in the sequence, seqroll, perfroll, and mainwid classes.

Enumerator

DRAW_FIN	Indicates that drawing is finished.
DRAW_NORMAL_LINKED	Used for drawing linked notes.
DRAW_NOTE_ON	For starting the drawing of a note.
DRAW_NOTE_OFF	For finishing the drawing of a note.

12.2.3.9 mouse_action_e

enum seq64::mouse_action_e

Enumerator

e_action_select	
e_action_draw	
e_action_grow	

12.2.3.10 edit_action_t

```
enum seq64::edit_action_t
```

These variables represent actions that can be applied to a selection of notes. One idea would be to add a swing-quantize action. We will reserve the value here, for notes only; not yet used or part of the action menu.

Enumerator

c_select_all_notes	
c_select_all_events	
c_select_inverse_notes	
c_select_inverse_events	
c_quantize_notes	
c_quantize_events	
c_tighten_events	
c_tighten_notes	
c_transpose_notes	
c_reserved	
c_transpose_h	
c_expand_pattern	
c_compress_pattern	
c_select_even_notes	
c_select_odd_notes	
c_swing_notes	

12.2.4 Function Documentation

12.2.4.1 wave_type_name()

```
std::string seq64::wave_type_name (
            wave_type_t wavetype )
```

These names are short because I cannot figure out how to get the window pad out to show the longer names.

Parameters

wavetype	The wave-type value to be displayed.

Returns

Returns a short description of the wave type.

12.2.4.2 extract_timing_numbers()

```
bool seq64::extract_timing_numbers (
            const std::string & s,
```

```
            std::string & part_1,
            std::string & part_2,
            std::string & part_3,
            std::string & fraction )
```

- measures : beats : divisions
  - "213:4:920"
  - "0:1:0"
- hours : minutes : seconds . fraction
  - "2:04:12.14"
  - "0:1:2"

Warning

This is not the most efficient implementation you'll ever see. At some point we will tighten it up. This function is tested in the seq64-tests project, in the "calculations_unit_test" module.

Parameters

	s	Provides the input time string, in measures or time format, to be processed.
out	*part_1*	The destination reference for the first part of the time.
out	*part_2*	The destination reference for the second part of the time.
out	*part_3*	The destination reference for the third part of the time.
out	*fraction*	The destination reference for the fractional part of the time.

Returns

Returns true if a reasonable portion (3 numbers) was good for extraction. The fraction part will start with a period for easier conversion to fractional seconds.

12.2.4.3 pulses_to_string()

```
std::string seq64::pulses_to_string (
            midipulse p )
```

Todo Still needs to be unit tested.

Parameters

p	The MIDI pulse/tick value to be converted.

Returns

Returns the string as an unsigned ASCII integer number.

12.2.4.4 pulses_to_measurestring()

```
std::string seq64::pulses_to_measurestring (
            midipulse p,
            const midi_timing & seqparms )
```

Parameters

p	The number of MIDI pulses (clocks, divisions, ticks, you name it) to be converted. If the value is SEQ64_NULL_MIDIPULSE, it is converted to 0, because callers don't generally worry about such niceties, and the least we can do is convert illegal measure-strings (like "000:0:000") to a legal value.
seqparms	This small structure provides the beats/measure, beat-width, and PPQN that hold for the sequence involved in this calculation. These values are needed in the calculations.

Returns

Returns the string, in measures notation, for the absolute pulses that mark this duration.

12.2.4.5 pulses_to_midi_measures()

```
bool seq64::pulses_to_midi_measures (
            midipulse p,
            const midi_timing & seqparms,
            midi_measures & measures )


        m = p * W / (4 * P * B)
```

Parameters

	p	Provides the MIDI pulses (as in "pulses per quarter note") that are to be converted to MIDI measures format.
	seqparms	This small structure provides the beats/measure (B), beat-width (W), and PPQN (P) that hold for the sequence involved in this calculation. The beats/minute (T for tempo) value is not needed.
out	*measures*	Provides the current MIDI song time structure to hold the results, which are the measures, beats, and divisions values for the time of interest. Note that the measures and beats are corrected to be re 1, not 0.

Returns

Returns true if the calculations were able to be made. The P, B, and W values all need to be greater than 0.

12.2.4.6 pulses_to_timestring() [1/2]

```
std::string seq64::pulses_to_timestring (
            midipulse p,
            int bpm,
            int ppqn )
```

If the fraction part is 0, then it is not shown. Examples:

```
-   "0:0:0"
-   "0:0:0.102333"
-   "12:3:1"
-   "12:3:1.000001"
```

Parameters

p	Provides the number of ticks, pulses, or divisions in the MIDI event time.
bpm	Provides the tempo of the song, in beats/minute.
ppqn	Provides the pulses-per-quarter-note of the song.

Returns

Returns the time-string representation of the pulse (ticks) value.

12.2.4.7 pulses_to_timestring() [2/2]

```
std::string seq64::pulses_to_timestring (
            midipulse p,
            const midi_timing & timinginfo )
```

See the other pulses_to_timestring() overload.

Todo Still needs to be unit tested.

Parameters

p	Provides the number of ticks, pulses, or divisions in the MIDI event time.
timinginfo	Provides the tempo of the song, in beats/minute, and the pulse-per-quarter-note of the song.

Returns

Returns the return-value of the other pulses_to_timestring() function.

12.2.4.8 measurestring_to_pulses()

```
midipulse seq64::measurestring_to_pulses (
            const std::string & measures,
            const midi_timing & seqparms )
```

Parameters

measures	Provides the current MIDI song time in "measures:beats:divisions" format, where divisions are the MIDI pulses in "pulses-per-quarter-note".
seqparms	This small structure provides the beats/measure, beat-width, and PPQN that hold for the sequence involved in this calculation.

Returns

Returns the absolute pulses that mark this duration. If the input string is empty, then 0 is returned.

12.2.4.9 midi_measures_to_pulses()

```
midipulse seq64::midi_measures_to_pulses (
            const midi_measures & measures,
            const midi_timing & seqparms )
```

p = 4 ∗ P ∗ m ∗ B / W p == pulse count (ticks or pulses) m == number of measures B == beats per measure (constant) P == pulses per quarter-note (constant) W == beat width in beats per measure (constant)

Note that the 0-pulse MIDI measure is "1:1:0", which means "at the beginning of the first beat of the first measure, no pulses'. It is not "0:0:0" as one might expect.

Parameters

measures	Provides the current MIDI song time structure holding the measures, beats, and divisions values for the time of interest.
seqparms	This small structure provides the beats/measure, beat-width, and PPQN that hold for the sequence involved in this calculation.

Returns

Returns the absolute pulses that mark this duration. If the pulse-value cannot be calculated, then SEQ64_↩ NULL_MIDIPULSE is returned.

12.2.4.10 timestring_to_pulses()

```
midipulse seq64::timestring_to_pulses (
            const std::string & timestring,
            int bpm,
            int ppqn )
```

Parameters

timestring	The time value to be converted, which must be of the form "hh:mm:ss" or "hh:mm:ss.fraction".
bpm	The beats-per-minute tempo (e.g. 120) of the current MIDI song.
ppqn	The parts-per-quarter note precision (e.g. 192) of the current MIDI song.

Returns

Returns 0 if an error occurred or if the number actually translated to 0.

This conversion assumes that the fractional parts of the seconds is padded with zeroes on the left or right to 6 digits.

This conversion assumes that the fractional parts of the seconds is padded with zeroes on the left or right to 6 digits.

12.2.4.11 string_to_pulses()

```
midipulse seq64::string_to_pulses (
            const std::string & s,
            const midi_timing & mt )
```

First, the type of string is deduced by the characters in the string. If the string contains two colons and a decimal point, it is assumed to be a time-string ("hh:mm:ss.frac"); in addition ss will have to be less than 60.

If the string just contains two colons, then it is assumed to be a measure-string ("measures:beats:divisions").

If it has none of the above, it is assumed to be pulses. Testing is not rigorous.

Parameters

s	Provides the string to convert to pulses.
mt	Provides the structure needed to provide BPM and other values needed for some of the conversions done by this function.

Returns

Returns the string as converted to MIDI pulses (or divisions, clocks, ticks, whatever you call it).

12.2.4.12 string_to_midibyte()

```
midibyte seq64::string_to_midibyte (
            const std::string & s )
```

This function bypasses characters until it finds a digit (whether part of the number or a "0x" construct), and then converts it.

Parameters

s	Provides the string to convert to a MIDI byte.

Returns

Returns the MIDI byte value represented by the string.

12.2.4.13 shorten_file_spec()

```
std::string seq64::shorten_file_spec (
            const std::string & fpath,
            int leng )
```

This is done by removing character in the middle, if necessary, and replacing them with an ellipse.

This function operates by first trying to find the `/home` directory. If found, it strips off `/home/username` and replace it with the Linux ~ replacement for the `$HOME` environment variable. This function assumes that the "username" portion *must* exist, and that there's no goofy stuff like double-slashes in the path.

Parameters

fpath	The file specification, including the full path to the file, and the name of the file.
leng	Provides the length to which to limit the string.

Returns

Returns the fpath parameter, possibly shortened to fit within the desired length.

12.2.4.14 string_not_void()

```
bool seq64::string_not_void (
            const std::string & s )
```

Provides essentially the opposite test that string_is_void() provides. The definition of white-space is provided by the std::isspace() function/macro.

Parameters

s	The string pointer to check for emptiness.

Returns

Returns true if the pointer is valid, the string has a non-zero length, and is not just white-space.

12.2.4.15 string_is_void()

```
bool seq64::string_is_void (
            const std::string & s )
```

Meant to have essentially the opposite result of string_not_void(). The meaning of empty is special here, as it refers to a string being useless as a token:

```
-  The string is of zero length.
-  The string has only white-space characters in it, where the
   isspace() macro provides the definition of white-space.
```

Parameters

s	The string pointer to check for emptiness.

Returns

Returns true if the string has a zero length, or is only white-space.

12.2.4.16 strings_match()

```
bool seq64::strings_match (
            const std::string & target,
            const std::string & x )
```

The strings_match() function returns true if the comparison items are identical, without case-sensitivity in character content up to the length of the secondary string. This allows abbreviations to match. (And, in scanning routines, the first match is immediately accepted.)

Parameters

target	The primary string in the comparison. This is the target string, the one we hope to match. It is *assumed* to be non-empty, and the result is false if it is empty..
x	The secondary string in the comparison. It must be no longer than the target string, or the match is false.

Returns

Returns true if both strings are are identical in characters, up to the length of the secondary string, with the case of the characters being insignificant. Otherwise, false is returned.

12.2.4.17 log2_time_sig_value()

```
int seq64::log2_time_sig_value (
            int tsd )
```

Useful in converting a time signature's denominator to a Time Signature meta event's "dd" value.

Parameters

tsd	The time signature denominator, which must be a power of 2: 2, 4, 8, 16, or 32.

Returns

Returns the power of 2 that achieves the *tsd* parameter value.

12.2.4.18 tempo_us_to_bytes()

```
void seq64::tempo_us_to_bytes (
            midibyte t[3],
            int tempo_us )
```

Recall the format of a Tempo event:

0 FF 51 03 t2 t1 t0 (tempo as number of microseconds per quarter note)

This code is the inverse of the lines of code around line 768 in midifile.cpp, which is basically `((t2 * 256) + t1) * 256 + t0` .

As a test case, note that the default tempo is 120 beats/minute, which is equivalent to tttttt=500000 (0x07A120).

Parameters

t	Provides a small array of 3 elements to hold each tempo byte.
tempo_us	Provides the temp value in microseconds per quarter note.

12.2.4.19 zoom_power_of_2()

```
int seq64::zoom_power_of_2 (
            int ppqn )
```

The default starting zoom is 2, but this value is suitable only for PPQN of 192 and below. Also, zoom currently works consistently only if it is a power of 2. For starters, we scale the zoom to the selected ppqn, and then shift it each way to get a suitable power of two.

Parameters

ppqn	The ppqn of interest.

Returns

Returns the power of 2 appropriate for the given PPQN value.

12.2.4.20 beats_per_minute_from_tempo_us()

```
double seq64::beats_per_minute_from_tempo_us (
            double tempous ) [inline]
```

The tempo event's numeric value is given in 3 bytes, and is in units of microseconds-per-quarter-note (us/qn).

Parameters

tempous	The value of the Tempo meta-event, in units of us/qn. If this value is 0, we'll get an arithmetic exception.

Returns

Returns the beats per minute. If the tempo value is too small, then this function will crash. :-D

12.2.4.21 tempo_us_from_beats_per_minute()

```
double seq64::tempo_us_from_beats_per_minute (
            double bpm )  [inline]
```

Parameters

bpm	The value of beats-per-minute. If this value is 0, we'll get an arithmetic exception.

Returns

Returns the tempo in qn/us. If the bpm value is too small, then this function will crash. :-D

12.2.4.22 tempo_to_us()

```
long seq64::tempo_to_us (
            int bpm )  [inline]
```

120 beats/minute) to microseconds.

Parameters

bpm	Provides the tempo in beats/minute.

12.2.4.23 pulse_length_us()

```
double seq64::pulse_length_us (
            int bpm,
            int ppqn )  [inline]
```

The formula for the pulse-length in seconds is:

```
              60
P = ------------
     BPM * PPQN
```

Parameters

bpm	Provides the beats-per-minute value. No sanity check is made. If this value is 0, we'll get an arithmetic exception.
ppqn	Provides the pulses-per-quarter-note value. No sanity check is made. If this value is 0, we'll get an arithmetic exception.

Returns

Returns the pulse length in microseconds. If either parameter is invalid, then this function will crash. :-D

12.2.4.24 delta_time_us_to_ticks()

```
double seq64::delta_time_us_to_ticks (
            unsigned long us,
            int bpm,
            int ppqn )  [inline]
```

This function is the inverse of ticks_to_delta_time_us().

Please note that terms "ticks" and "pulses" are equivalent, and refer to the "pulses" in "pulses per quarter note".

```
          beats       pulses           1 minute       1 sec
P = 120 ------ * 192 ------ * T us *  ----------  * ----------
        minute       beats            60 sec       1,000,000 us
```

```
Note that this formula assumes that a beat is a quarter note.  If a beat
is an eighth note, then the P value would be halved, because there would
be only 96 pulses per beat.  We will implement an additional function to
account for the beat; the current function merely blesses some
calculations made in the application.
```

Parameters

us	The number of microseconds in the delta time.
bpm	Provides the beats-per-minute value, otherwise known as the "tempo".
ppqn	Provides the pulses-per-quarter-note value, otherwise known as the "division".

Returns

Returns the tick value.

12.2.4.25 ticks_to_delta_time_us()

```
double seq64::ticks_to_delta_time_us (
            midipulse delta_ticks,
            int bpm,
            int ppqn )  [inline]
```

The inverse of delta_time_us_to_ticks().

Please note that terms "ticks" and "pulses" are equivalent, and refer to the "pulses" in "pulses per quarter note".

Old: 60000000.0 ∗ double(delta_ticks) / (double(bpm) ∗ double(ppqn));

Parameters

delta_ticks	The number of ticks or "clocks".
bpm	Provides the beats-per-minute value, otherwise known as the "tempo".
ppqn	Provides the pulses-per-quarter-note value, otherwise known as the "division".

Returns

Returns the time value in microseconds.

12.2.4.26 clock_tick_duration_bogus()

```
double seq64::clock_tick_duration_bogus (
            int bpm,
            int ppqn )  [inline]
```

Deprecated This is a somewhat bogus calculation used only for "statistical" output in the old perform module. Name changed to reflect this unfortunate fact. Use pulse_length_us() instead.

$$us = \frac{60000000 \; ppqn}{MIDI_CLOCK_IN_PPQN * bpm * ppqn}$$

MIDI_CLOCK_IN_PPQN is 24.

Parameters

bpm	Provides the beats-per-minute value. No sanity check is made. If this value is 0, we'll get an arithmetic exception.
ppqn	Provides the pulses-per-quarter-note value. No sanity check is made. If this value is 0, we'll get an arithmetic exception.

Returns

Returns the clock tick duration in microseconds. If either parameter is invalid, this will crash. Who wants to waste time on value checks here? :-D

12.2.4.27 clock_ticks_from_ppqn()

```
int seq64::clock_ticks_from_ppqn (
            int ppqn )  [inline]
```

Parameters

ppqn	The number of pulses per quarter note. For example, the default value for Seq24 is 192.

Returns

The integer value of ppqn / 24 [MIDI_CLOCK_IN_PPQN] is returned.

12.2.4.28 double_ticks_from_ppqn()

```
double seq64::double_ticks_from_ppqn (
            int ppqn )  [inline]
```

The same as clock_ticks_from_ppqn(), but returned as a double float.

Parameters

ppqn	The number of pulses per quarter note.

Returns

The double value of ppqn / 24 [SEQ64_MIDI_CLOCK_IN_PPQN]_is returned.

12.2.4.29 pulses_per_measure()

```
midipulse seq64::pulses_per_measure (
            int ppqn = SEQ64_DEFAULT_PPQN )  [inline]
```

This calculation is extremely simple, and it provides an important constraint to pulse (ticks) calculations: the number of pulses in a measure is always 4 times the PPQN value, regardless of the time signature. The number pulses in a 7/8 measure is the the same as in a 4/4/ measure.

12.2.4.30 measures_to_ticks()

```
midipulse seq64::measures_to_ticks (
            int bpm,
            int ppqn,
            int bw,
            int measures = 1 )  [inline]
```

This function is called in seqedit::apply_length(), when the user selects a sequence length in measures. That function calculates the length in ticks. The number of pulses is given by the number of quarter notes times the pulses per quarter note. The number of quarter notes is given by the measures times the quarter notes per measure. The quarter notes per measure is given by the beats per measure times 4 divided by beat_width beats. So:

```
    p = 4 * P * m * B / W
        p == pulse count (ticks or pulses)
        m == number of measures
        B == beats per measure (constant)
        P == pulses per quarter-note (constant)
        W == beat width in beats per measure (constant)


For our "b4uacuse" MIDI file, M can be about 100 measures, B is 4,
P can be 192 (but we want to support higher values), and W is 4.
So p = 100 * 4 * 4 * 192 / 4 = 76800 ticks.

Note that 4 * P is a constraint encapsulated by the inline function
pulses_per_measure().
```

Parameters

bpm	The B value in the equation, beats/measure.
ppqn	The P value in the equation, pulses/qn.
bw	The W value in the equation, the denominator of the time signature. If this value is 0, we'll get an arithmetic exception (crash), so we just return 0 in this case.
measures	The M value in the equation. It defaults to 1, in case one desires a simple "ticks per measure"
	number.

Returns

Returns the L value (ticks or pulses) as calculated via the given equation. If bw is 0, then 0 is returned.

12.2.4.31 wave_func()

```
double seq64::wave_func (
            double angle,
            wave_type_t wavetype )
```

We extracted this function from mattias's lfownd module, as it is more generally useful. The angle parameter is provided by the lfownd object. It is calculated by

```
                speed * tick * BW
       angle = ------------------- + phase
                      seqlength
```

```
The speed ranges from 0 to 16; the ratio of tick/seqlength ranges from 0
to 1; BW (beat width) is generally 4; the phase ranges from 0 to 1.
```

Parameters

angle	Provides the radial angle to be applied. Units of radians, apparently.
wavetype	Provides the wave_type_t value to select the type of wave data-point to be generated.

12.2.4.32 help_check()

```
bool seq64::help_check (
            int argc,
            char * argv[] )
```

Also check for the –legacy option. Finally, it also checks for the "?" option that people sometimes use as a guess to get help.

Parameters

argc	The number of command-line arguments.
argv	The array of command-line argument pointers.

Returns

Returns true only if -v, -V, –version, -h, –help, or "?" were encountered. If the legacy options occurred, then rc().legacy_format(true) is called, as a side effect, because it will be needed before we parse the options.

12.2.4.33 parse_options_files()

```
bool seq64::parse_options_files (
            perform & p,
```

```
            int argc,
            char * argv[] )
```

It probably requires this call preceding: Gtk::Main kit(argc, argv), to strip any GTK+-specific parameters the knowledgeable user may have added. Usage:

```
Gtk::Main kit(argc, argv);
seq64::gui_assistant_gtk2 gui;
seq64::perform p(gui);
```

It also requires the caller to call rc().set_defaults() and usr().set_defaults(). The caller can then use the command-line to make any modifications to the setting that will be used here. The biggest example is the -r/–reveal-alsa-ports option, which determines if the MIDI buss definition strings are read from the 'user' configuration file.

Instead of the legacy Seq24 names, we use the new configuration file-names, located in the ∼/.config/sequencer64 directory. However, if they are not found, we no longer fall back to the legacy configuration file-names. If the –legacy option is in force, use only the legacy configuration file-name. The code also ensures the directory exists. CURRENTLY LINUX-SPECIFIC. See the rc_settings class for how this works.

```
        std::string cfg_dir = seq64::rc().home_config_directory();
        if (cfg_dir.empty())
            return EXIT_FAILURE;
```

Change Note ca 2016-04-03 We were parsing the user-file first, but we now need to parse the rc-file first, to get the manual-alsa-ports option, so that we can avoid overriding the port names that the ALSA system provides, if the manual-alsa-option is false.

Parameters

p	Provides the perform object that will be affected by the new parameters.
argc	The number of command-line arguments.
argv	The array of command-line argument pointers.

Returns

Returns true if the reading of both configuration files succeeded.

12.2.4.34 parse_command_line_options()

```
int seq64::parse_command_line_options (
            perform & p,
            int argc,
            char * argv[] )
```

Note that, since we call this function twice (once before the configuration files are parsed, and once after), we have to make sure that the global value optind is reset to 0 before calling this function. Note that the traditional reset value for optind is 1, but 0 is used in GNU code to trigger the internal initialization routine of get_opt().

Parameters

p	The performance object that implements some of the command-line options.
argc	The number of command-line arguments.
argv	The array of command-line argument pointers.

Returns

Returns the value of optind if no help-related options were provided.

12.2.4.35 write_options_files()

```
bool seq64::write_options_files (
            const perform & p )
```

This function gets any legacy global variables, on the theory that they might have been changed.

Parameters

p	Provides the perform object that may provide new values for the parameters.

Returns

Returns true if both files were saved successfully. Otherwise returns false. But even if one write failed, the other might have succeeded.

12.2.4.36 build_details()

```
std::string seq64::build_details ( )
```

Returns

Returns an ordered, human-readable string enumerating the built-in features of this application.

12.2.4.37 to_string()

```
std::string seq64::to_string (
            const event & ev )
```

Nothing fancy. If you want that, use the midicvt project.

Parameters

ev	The event to put on show.

Returns

Returns the string representation of the event parameter.

12.2.4.38 file_access()

```
bool seq64::file_access (
            const std::string & targetfile,
            int mode )
```

12.2.4.39 file_exists()

```
bool seq64::file_exists (
            const std::string & filename )
```

Parameters

filename	Provides the name of the file to be checked.

Returns

Returns 'true' if the file exists.

12.2.4.40 file_readable()

```
bool seq64::file_readable (
            const std::string & filename )
```

Parameters

filename	Provides the name of the file to be checked.

Returns

Returns 'true' if the file is readable.

12.2.4.41 file_writable()

```
bool seq64::file_writable (
            const std::string & filename )
```

Parameters

filename	Provides the name of the file to be checked.

Returns

Returns 'true' if the file is writable.

12.2.4.42 file_accessible()

```
bool seq64::file_accessible (
            const std::string & filename )
```

An even stronger test than file_exists. At present, we see no need to distinguish read and write permissions. We assume the file is accessible only if the file has both permissions.

Parameters

filename	Provides the name of the file to be checked.

Returns

Returns 'true' if the file is readable and writable.

12.2.4.43 file_executable()

```
bool seq64::file_executable (
            const std::string & filename )
```

Parameters

filename	Provides the name of the file to be checked.

Returns

Returns 'true' if the file exists.

12.2.4.44 file_is_directory()

```
bool seq64::file_is_directory (
            const std::string & filename )
```

This function is also used in the function of the same name in fileutilities.cpp.

Parameters

filename	Provides the name of the directory to be checked.

Returns

Returns 'true' if the file is a directory.

12.2.4.45 make_directory()

```
bool seq64::make_directory (
            const std::string & pathname )
```

This function is actually a little more general than that, but it is not sufficiently general, in general.

Parameters

pathname	Provides the name of the path to create. The parent directory of the final directory must already exist.

Returns

Returns true if the path-name exists.

12.2.4.46 ppqn_is_valid()

```
bool seq64::ppqn_is_valid (
            int ppqn )  [inline]
```

Validates a PPQN value.

Parameters

ppqn	Provides the PPQN value to be used.

Returns

Returns true if the ppqn parameter is between MINIMUM_PPQN and MAXIMUM_PPQN, or is set to SE↩ Q64_USE_DEFAULT_PPQN (-1).

12.2.4.47 jack_sync_callback()

```
int seq64::jack_sync_callback (
            jack_transport_state_t state,
            jack_position_t * pos,
            void * arg )
```

This JACK synchronization callback informs the specified perform object of the current state and parameters of JACK.

The transport state will be:

```
-   JackTransportStopped when a new position is requested.
-   JackTransportStarting when the transport is waiting to start.
-   JackTransportRolling when the timeout has expired, and the
    position is now a moving target.
```

This is the slow-sync callback, which the stazed code replaces with jack_process_callback().

Parameters

state	The JACK Transport state.
pos	The JACK position value.
arg	The pointer to the jack_assistant object. Currently not checked for nullity, nor dynamic-casted.

Returns

Returns 1 if the function works, and 0 if something was wrong.

12.2.4.48 jack_shutdown_callback()

```
void seq64::jack_shutdown_callback (
            void * arg )
```

Parameters

arg	Points to the jack_assistant in charge of JACK support for the perform object.

12.2.4.49 jack_timebase_callback()

```
void seq64::jack_timebase_callback (
            jack_transport_state_t state,
            jack_nframes_t nframes,
            jack_position_t * pos,
            int new_pos,
            void * arg )
```

The original version of the function worked properly with Hydrogen, but not with Klick. The new code seems to work with both. More testing and clarification is needed. This new code was "discovered" in the source-code for the "SooperLooper" project:

```
    http://essej.net/sooperlooper/
```

The first difference with the new code is that it handles the case where the JACK position is moved (new_pos == true). If this is true, and the JackPositionBBT bit is off in pos->valid, then the new BBT value is set.

The seconds set of differences are in the "else" clause. In the new code, it is very simple: calculate the new tick value, back it off by the number of ticks in a beat, and perhaps go to the first beat of the next bar.

In the old code (complex!), the simple BBT adjustment is always made. This changes (perhaps) the beats_per_bar, beat_type, etc. We need to make these settings use the actual global values for beats set for Sequencer64. Then, if transitioning from JackTransportStarting to JackTransportRolling (instead of checking new_pos!), the BBT values (bar, beat, and tick) are finally adjusted. Here are the steps, with old and new steps noted:

```
-#  Calculate the "delta" ticks based on the current frame, the
    ticks_per_beat, the beats_per_minute, and the frame_rate.  The old
    code saves this in a local, the new code assigns it to pos->tick.
-#  Old code: save this delta as a positive value.
-#  Figure out the settings and modify bar, beat, tick, and
    bar_start_tick.  The old and new code seem to have the same intent,
    but it seems like the new code is faster and also correct.
    -   Old code:  Calculations are made by division and mod
        operations.
    -   New code:  Calculations are made by increments and decrements
        in a while loop.
```

Stazed:

```
The call to jack_timebase_callback() to supply JACK with BBT, etc. would
occasionally fail when the pos information had zero or some garbage in
the pos.frame_rate variable. This would occur when there was a rapid
change of frame position by another client... i.e. qjackctl.  From the
JACK API:

    pos   address of the position structure for the next cycle;
    pos->frame will be its frame number. If new_pos is FALSE, this
    structure contains extended position information from the current
```

```
cycle.  If TRUE, it contains whatever was set by the requester.
The timebase_callback's task is to update the extended information
here."

The "If TRUE" line seems to be the issue. It seems that qjackctl
does not always set pos.frame_rate so we get garbage and some
strange BBT calculations that display in qjackctl. So we need to
set it here and just use m_jack_frame_rate for calculations instead
of pos.frame_rate.
```

Parameters

state	Indicates the current state of JACK transport.
nframes	The number of JACK frames in the current time period.
pos	Provides the position structure to be filled in, the address of the position structure for the next cycle; pos->frame will be its frame number. If new_pos is FALSE, this structure contains extended position information from the current cycle. If TRUE, it contains whatever was set by the requester. The timebase_callback's task is to update the extended information here.
new_pos	TRUE (non-zero) for a newly requested pos, or for the first cycle after the timebase_callback is defined. This is usually 0 in Sequencer64 at present, and 1 if one, say, presses "rewind" in qjackctl.
arg	Provides the jack_assistant pointer, currently unchecked for nullity.

12.2.4.50 jack_process_callback()

```
int seq64::jack_process_callback (
             jack_nframes_t nframes,
             void * arg )
```

12.2.4.51 get_current_jack_position()

```
long seq64::get_current_jack_position (
             void * arg )
```

12.2.4.52 jack_session_callback()

```
void seq64::jack_session_callback (
             jack_session_event_t * ev,
             void * arg )
```

Glib is then used to connect in perform::jack_session_event(). However, the perform object's GUI-support interface is used instead of the following, so that the libseq64 library can be independent of a specific GUI framework:

```
Glib::signal_idle().
    connect(sigc::mem_fun(*jack, &jack_assistant::session_event));
```

Parameters

ev	The JACK event to be set.
arg	The pointer to the jack_assistant object. Currently not checked for nullity.

12.2.4.53 invalid_key()

```
bool seq64::invalid_key (
             unsigned int key )  [inline]
```

12.2.4.54 keyval_name()

```
std::string seq64::keyval_name (
            unsigned int key )
```

In gtkmm, this is done via the gdk_keyval_name() function. Here, in the base class, we just provide an easy-to-create string. Note that this is a free function, not a class member.

Parameters

key	Provides the key-number to be converted to a key name.

Returns

Returns the key name as looked up by the GDK infrastructure. If the key is not found, then an empty string is returned.

12.2.4.55 keyval_normalize()

```
void seq64::keyval_normalize (
            keys_perform_transfer & k )
```

Otherwise, random values, unchecked, can cause the application to crash.

Any field that is 0 or greater than 65536 is fixed. Not perfect, but better than allowing random values to be used.

Parameters

k	The structure to be validated and normalized.

12.2.4.56 create_lash_driver()

```
bool seq64::create_lash_driver (
            perform & p,
            int argc,
            char ** argv )
```

Initializes the lash driver (strips lash-specific command line arguments), then connects to the LASH daemon and polls events.

This function will always be called from the main routine, and called only once. Note that we don't need that darn SEQ64_LASH_SUPPORT macro in client code anymore.

Parameters

p	The perform object that needs to implement LASH support.
argc	The number of command-line arguments.
argv	The command-line arguments.

Returns

This function returns true if a lash object was created. This function will not create one if not configured to, if the command-line options did not specify the creation of the LASH driver, or if the LASH driver was already created.

12.2.4.57 lash_driver()

```
lash * seq64::lash_driver ( )
```

Returns

Returns the pointer to the LASH driver if it exists. Otherwise a null pointer is returned. The caller *must always check* the return value.

12.2.4.58 delete_lash_driver()

```
void seq64::delete_lash_driver ( )
```

This function will always be called from the main routine, once. The other lash-pointer functions will know if the pointer has been deleted.

12.2.4.59 is_null_midipulse()

```
bool seq64::is_null_midipulse (
            midipulse p )  [inline]
```

By "null" in this case, we mean "unusable", not 0. Sigh, it's always something.

12.2.4.60 output_thread_func()

```
void * seq64::output_thread_func (
            void * myperf )
```

Set up the performance, set the process to realtime privileges, and then start the output function.

Parameters

myperf	Provides the perform object instance that is to be used. Its output_func() is called. Currently, this parameter is not validated, for speed.

Returns

Always returns nullptr.

12.2.4.61 input_thread_func()

```
void * seq64::input_thread_func (
            void * myperf )
```

Parameters

myperf	Provides the perform object instance that is to be used. Its output_func() is called. Currently, this parameter is not validated, for speed.

Returns

Always returns nullptr.

12.2.4.62 rc()

```
rc_settings & seq64::rc ( )
```

Why a function instead of direct variable access? Encapsulation. We are then free to change the way "global" settings are accessed, without changing client code.

Returns

Returns the global object g_rc_settings.

12.2.4.63 usr()

```
user_settings & seq64::usr ( )
```

Returns

Returns the global object g_user_settings.

12.2.4.64 choose_ppqn()

```
int seq64::choose_ppqn (
            int ppqn )
```

Putting it here means we can reduce the reliance on the global ppqn.

Parameters

ppqn	Provides the PPQN value to be used.

Returns

Returns the ppqn parameter, unless that parameter is SEQ64_USE_DEFAULT_PPQN (-1), then usr().midi_ppqn is returned.

12.2.4.65 min()

```
long seq64::min (
            long a,
            long b )  [inline]
```

Parameters

a	First operand.
b	Second operand.

Returns

Returns the minimum value of a and b.

12.2.4.66 make_section_name()

```
static std::string seq64::make_section_name (
            const std::string & label,
            int value )  [static]
```

Parameters

label	The base-name of the section.
value	The numeric value to append to the section name.

Returns

Returns a string of the form "[basename-1]".

12.2.4.67 font_render()

```
font& seq64::font_render ( )  [inline]
```

We've going to render this pointer obsolete, though, and use a smart factory function to ensure the existence of this pointer, and return a reference to the font object.

We wanted to make the font a const object, but mainwid::on_realize() calls the font::init() function with its window object, and using const is impractical. We don't want to force every caller to deal with the overhead of passing even a null window pointer, either.

However, at some point we need some quarantee that the init() function is called before rendering a string. Right now, we guarantee it only by build order.

Returns

Returns a reference to the object pointed to by sp_font_renderer.

12.2.4.68 adjustment_dummy()

```
Gtk::Adjustment & seq64::adjustment_dummy ( )
```

This static object is used so we have an Adjustment to assign to the Adjustment members for classes that don't use them. Clumsy? We shall see.

Anyway, the parameters for this constructor are value, lower, upper, step-increment, and two more values.

12.2.4.69 update_mainwid_sequences()

```
void seq64::update_mainwid_sequences ( )
```

It is used by other objects that can modify the currently-edited sequence shown in the mainwid (main window).

12.2.4.70 update_perfedit_sequences()

```
void seq64::update_perfedit_sequences ( )
```

It is used by other objects (seqedit and eventedit) that can modify the currently-edited sequence shown in the perfedit (song window).

12.2.4.71 FF_RW_timeout()

```
int seq64::FF_RW_timeout (
            void * arg )  [inline]
```

Parameters

arg	Provides a putative pointer to the perform object that actually implements the timeout functionality.

Returns

Returns the value of the perform::FF_RW_timeout() call if seq32 transport support is enabled and the arg parameter is good, otherwise false is returned.

12.2.4.72 clamp() [1/2]

```
static long seq64::clamp (
            long val,
            long low,
            long hi )  [inline], [static]
```

12.2.4.73 clamp() [2/2]

```
static long seq64::clamp (
            long val,
            long low,
            long hi )  [inline], [static]
```

12.2.5 Variable Documentation

12.2.5.1 c_controller_names

```
std::string seq64::c_controller_names
```

This array is used only by the seqedit class.

12.2.5.2 EVENT_STATUS_BIT

```
const midibyte seq64::EVENT_STATUS_BIT
```

12.2.5.3 EVENT_ANY

```
const midibyte seq64::EVENT_ANY
```

The following MIDI events are channel messages. The comments represent the one or two data-bytes of the message.

Note that Channel Mode Messages use the same code as the Control Change, but uses reserved controller numbers ranging from 122 to 127.

The EVENT_ANY (0x00) value may prove to be useful in allowing any event to be dealt with. Not sure yet, but the cost is minimal.

12.2.5.4 EVENT_NOTE_OFF

```
const midibyte seq64::EVENT_NOTE_OFF
```

12.2.5.5 EVENT_NOTE_ON

```
const midibyte seq64::EVENT_NOTE_ON
```

12.2.5.6 EVENT_AFTERTOUCH

```
const midibyte seq64::EVENT_AFTERTOUCH
```

12.2.5.7 EVENT_CONTROL_CHANGE

```
const midibyte seq64::EVENT_CONTROL_CHANGE
```

12.2.5.8 EVENT_PROGRAM_CHANGE

```
const midibyte seq64::EVENT_PROGRAM_CHANGE
```

12.2.5.9 EVENT_CHANNEL_PRESSURE

```
const midibyte seq64::EVENT_CHANNEL_PRESSURE
```

12.2.5.10 EVENT_PITCH_WHEEL

```
const midibyte seq64::EVENT_PITCH_WHEEL
```

12.2.5.11 EVENT_MIDI_SYSEX

```
const midibyte seq64::EVENT_MIDI_SYSEX
```

The following MIDI events have no channel. We have included redundant constant variables for the SysEx Start and End bytes just to make it clear that they are part of this sequence of values, though usually treated separately.

Only the following constants are followed by some data bytes:

```
-   EVENT_MIDI_SYSEX            = 0xF0
-   EVENT_MIDI_QUARTER_FRAME    = 0xF1      // undefined?
-   EVENT_MIDI_SONG_POS         = 0xF2
-   EVENT_MIDI_SONG_SELECT      = 0xF3
```

A MIDI System Exclusive (SYSEX) message starts with F0, followed by the manufacturer ID (how many? bytes), a number of data bytes, and ended by an F7.

12.2.5.12 EVENT_MIDI_QUARTER_FRAME

```
const midibyte seq64::EVENT_MIDI_QUARTER_FRAME
```

12.2.5.13 EVENT_MIDI_SONG_POS

```
const midibyte seq64::EVENT_MIDI_SONG_POS
```

12.2.5.14 EVENT_MIDI_SONG_SELECT

```
const midibyte seq64::EVENT_MIDI_SONG_SELECT
```

12.2.5.15 EVENT_MIDI_SONG_F4

```
const midibyte seq64::EVENT_MIDI_SONG_F4
```

12.2.5.16 EVENT_MIDI_SONG_F5

```
const midibyte seq64::EVENT_MIDI_SONG_F5
```

12.2.5.17 EVENT_MIDI_TUNE_SELECT

```
const midibyte seq64::EVENT_MIDI_TUNE_SELECT
```

12.2.5.18 EVENT_MIDI_SYSEX_END

```
const midibyte seq64::EVENT_MIDI_SYSEX_END
```

12.2.5.19 EVENT_MIDI_SYSEX_CONTINUE

```
const midibyte seq64::EVENT_MIDI_SYSEX_CONTINUE
```

12.2.5.20 EVENT_MIDI_CLOCK

```
const midibyte seq64::EVENT_MIDI_CLOCK
```

12.2.5.21 EVENT_MIDI_SONG_F9

```
const midibyte seq64::EVENT_MIDI_SONG_F9
```

12.2.5.22 EVENT_MIDI_START

```
const midibyte seq64::EVENT_MIDI_START
```

12.2.5.23 EVENT_MIDI_CONTINUE

```
const midibyte seq64::EVENT_MIDI_CONTINUE
```

12.2.5.24 EVENT_MIDI_STOP

```
const midibyte seq64::EVENT_MIDI_STOP
```

12.2.5.25 EVENT_MIDI_SONG_FD

```
const midibyte seq64::EVENT_MIDI_SONG_FD
```

12.2.5.26 EVENT_MIDI_ACTIVE_SENS

```
const midibyte seq64::EVENT_MIDI_ACTIVE_SENS
```

12.2.5.27 EVENT_MIDI_RESET

```
const midibyte seq64::EVENT_MIDI_RESET
```

12.2.5.28 EVENT_MIDI_META

```
const midibyte seq64::EVENT_MIDI_META
```

12.2.5.29 EVENT_NULL_CHANNEL

```
const midibyte seq64::EVENT_NULL_CHANNEL
```

However, it also means that the channel is encoded in the m_status byte itself. This is our work around to be able to hold a multi-channel SMF 0 track in a sequence. In a Sequencer64 SMF 0 track, every event has a channel. In a Sequencer64 SMF 1 track, the events do not have a channel. Instead, the channel is a global value of the sequence, and is stuffed into each event when the event is played or is written to a MIDI file.

12.2.5.30 EVENT_GET_CHAN_MASK

```
const midibyte seq64::EVENT_GET_CHAN_MASK
```

12.2.5.31 EVENT_CLEAR_CHAN_MASK

```
const midibyte seq64::EVENT_CLEAR_CHAN_MASK
```

12.2.5.32 EVENTS_ALL

```
const int seq64::EVENTS_ALL
```

We reversed the parts of each token for consistency with the macros defined above.

12.2.5.33 EVENTS_UNSELECTED

```
const int seq64::EVENTS_UNSELECTED
```

12.2.5.34 c_midibus_output_size

```
const int seq64::c_midibus_output_size
```

These constants were also defined in midibus_portmidi.h, but we made them common to both implementations here.

The c_midibus_output_size value is passed, in mastermidibus, to snd_seq_set_output_buffer_size(). Not sure if the value needs to be so large.

12.2.5.35 c_midibus_input_size

```
const int seq64::c_midibus_input_size
```

Not sure if the value needs to be so large.

12.2.5.36 c_midibus_sysex_chunk

```
const int seq64::c_midibus_sysex_chunk
```

12.2.5.37 c_midibus

```
const midilong seq64::c_midibus
```

Some of the information is stored with each track (and in the midi_container-derived classes), and some is stored in the proprietary header.

Track (sequencer-specific) data:

```
            c_midibus
            c_midich
            c_timesig
            c_triggers (deprecated)
            c_triggers_new
            c_musickey (can be in footer, as well)
            c_musicscale (ditto)
            c_backsequence (ditto)
            c_transpose
```

Footer ("proprietary") data:

```
            c_midictrl
            c_midiclocks
            c_notes
            c_bpmtag (beats per minute)
            c_mutegroups
            c_perf_bp_mes (perfedit's beats-per-measure setting)
            c_perf_bw     (perfedit's beat-width setting)

Also see the PDF file in the following project for more information about
the "proprietary" data:

    https://github.com/ahlstromcj/sequencer64-doc.git

Note that the track data is read from the MIDI file, but not written
directly to the MIDI file.  Instead, it is stored in the MIDI container as
sequences are edited to used these "sequencer-specific" features.
Also note that c_triggers has been replaced by c_triggers_new as the code
that marks the triggers stored with a sequence.

As an extension, we can also grab the key, scale, and background sequence
value selected in a sequence and write these values as track data, where
they can be read in and applied to a specific sequence, when the seqedit
object is created.  These values would not be stored in the legacy format.

Something like this could be done in the "user" configuration file, but
then the key and scale would apply to all songs.  We don't want that.

We could also add snap and note-length to the per-song defaults, but
the "user" configuration file seems like a better place to store these
preferences.
```

Note

The new value c_transpose value is from Stazed's seq32 project. The code to support this option is turned on via the build-configurable SEQ64_STAZED_TRANSPOSE macro, but here we reserved the value even if that option is not enabled by the user. There are additional values from Stazed/seq32, not yet used.Track buss number.

12.2.5.38 c_midich

```
const midilong seq64::c_midich
```

12.2.5.39 c_midiclocks

```
const midilong seq64::c_midiclocks
```

12.2.5.40 c_triggers

```
const midilong seq64::c_triggers
```

12.2.5.41 c_notes

```
const midilong seq64::c_notes
```

12.2.5.42 c_timesig

```
const midilong seq64::c_timesig
```

12.2.5.43 c_bpmtag

```
const midilong seq64::c_bpmtag
```

12.2.5.44 c_triggers_new

```
const midilong seq64::c_triggers_new
```

12.2.5.45 c_mutegroups

```
const midilong seq64::c_mutegroups
```

12.2.5.46 c_midictrl

```
const midilong seq64::c_midictrl
```

12.2.5.47 c_musickey

```
const midilong seq64::c_musickey
```

12.2.5.48 c_musicscale

```
const midilong seq64::c_musicscale
```

12.2.5.49 c_backsequence

```
const midilong seq64::c_backsequence
```

12.2.5.50 c_transpose

```
const midilong seq64::c_transpose
```

12.2.5.51 c_perf_bp_mes

```
const midilong seq64::c_perf_bp_mes
```

12.2.5.52 c_perf_bw

```
const midilong seq64::c_perf_bw
```

12.2.5.53 c_midi_track_ctrl

```
const int seq64::c_midi_track_ctrl
```

The lowest value is c_seqs_in_set $*$ 2 = 64.

I think the reason for that value is to perhaps handle two sets or something like that. Will figure it out later.

The controls are read in from the "rc" configuration files, and are written to the c_midictrl section of the "proprietary" final track in a Seq24/Sequencer64 MIDI file.

12.2.5.54 c_midi_control_bpm_up

```
const int seq64::c_midi_control_bpm_up
```

12.2.5.55 c_midi_control_bpm_dn

```
const int seq64::c_midi_control_bpm_dn
```

12.2.5.56 c_midi_control_ss_up

```
const int seq64::c_midi_control_ss_up
```

12.2.5.57 c_midi_control_ss_dn

```
const int seq64::c_midi_control_ss_dn
```

12.2.5.58 c_midi_control_mod_replace

```
const int seq64::c_midi_control_mod_replace
```

12.2.5.59 c_midi_control_mod_snapshot

```
const int seq64::c_midi_control_mod_snapshot
```

12.2.5.60 c_midi_control_mod_queue

```
const int seq64::c_midi_control_mod_queue
```

12.2.5.61 c_midi_control_mod_gmute

```
const int seq64::c_midi_control_mod_gmute
```

12.2.5.62 c_midi_control_mod_glearn

```
const int seq64::c_midi_control_mod_glearn
```

12.2.5.63 c_midi_control_play_ss

```
const int seq64::c_midi_control_play_ss
```

12.2.5.64 c_midi_controls

```
const int seq64::c_midi_controls
```

12.2.5.65 c_scales_policy

```
const bool seq64::c_scales_policy[c_scale_size][SEQ64_OCTAVE_SIZE]
```

See the following sites for more information:

- http://method-behind-the-music.com/theory/scalesandkeys/
- https://en.wikipedia.org/wiki/Heptatonic_scale
- https://en.wikibooks.org/wiki/Music_Theory/Scales_and_Intervals

Note that melodic minor descends in the same way as the natural minor scale, so it descends differently than it ascends. We don't deal with that trick, at all. In the following table, the scales all start with C, but seq24/sequencer64 allow other starting notes (e.g. "keys").

```
   Chromatic           C  C# D  D# E  F  F# G  G# A  A# B   Notes, chord
   Major               C  .  D  .  E  F  .  G  .  A  .  B
   Minor               C  .  D  Eb .  F  .  G  Ab .  Bb .
   Harmonic Minor      C  .  D  Eb .  F  .  G  Ab .  .  B
   Melodic Minor       C  .  D  Eb .  F  .  G  .  A  .  B   Descending diff.
   C Whole Tone        C  .  D  .  E  .  F# .  G# .  A# .   C+7 chord
   Blues               C  .  .  Eb .  F  Gb G  .  .  Bb .
   Major Pentatonic    C  .  D  .  E  .  .  G  .  A  .  .
   Minor Pentatonic    C  .  .  Eb .  F  .  G  .  .  Bb .
   Octatonic 1         C  .  D  Eb .  F  Gb .  Ab A  .  B   Unimplemented
   Octatonic 2         C  Db .  Eb E  F  F# G  .  A  Bb .   Unimplemented
```

12.2.5.66 c_scales_transpose_up

```
const int seq64::c_scales_transpose_up[c_scale_size][SEQ64_OCTAVE_SIZE]
```

For example, if we simply add 1 semitone to each note, it remains a minor key, but it is in a different minor key. Using the transpositions in these arrays, the minor key remains the same minor key.

```
    Major              C  .  D  .  E  F  .  G  .  A  .  B
    Transpose up       2  0  2  0  1  2  0  2  0  2  0  1
    Result up          D  .  E  .  F  G  .  A  .  B  .  C


    Minor              C  .  D  D# .  F  .  G  G# .  A# .
    Transpose up       2  0  1  2  0  2  0  1  2  0  2  0
    Result up          D  .  D# F  .  G  .  G# A# .  C  .


    Harmonic minor     C  .  D  Eb .  F  .  G  Ab .  .  B
    Transpose up       2  .  1  2  .  2  .  1  3  .  .  1
    Result up          D  .  Eb F  .  G  .  Ab B  .  .  C


    Melodic minor      C  .  D  Eb .  F  .  G  .  A  .  B
    Transpose up       2  .  1  2  .  2  .  2  .  2  .  1
    Result up          D  .  Eb F  .  G  .  A  .  B  .  C


    C Whole Tone       C  .  D  .  E  .  F# .  G# .  A# .
    Transpose up       2  .  2  .  2  .  2  .  2  .  2  .
    Result up          D  .  E  .  F# .  G# .  A# .  C  .


    Blues              C  .  .  Eb .  F  Gb G  .  .  Bb .
    Transpose up       3  .  .  2  .  1  1  3  .  .  2  .
    Result up          Eb .  .  F  .  Gb G  Bb .  .  C  .


    Major Pentatonic   C  .  D  .  E  .  .  G  .  A  .  .
    Transpose up       2  .  2  .  3  .  .  2  .  3  .  .
    Result up          D  .  E  .  G  .  .  A  .  C  .  .


    Minor Pentatonic   C  .  .  Eb .  F  .  G  .  .  Bb .
    Transpose up       3  .  .  2  .  2  .  3  .  .  2  .
    Result up          Eb .  .  F  .  G  .  Bb .  .  C  .
```

12.2.5.67 c_scales_transpose_dn

```
const int seq64::c_scales_transpose_dn[c_scale_size][SEQ64_OCTAVE_SIZE]
```

```
    Major              C  .  D  .  E  F  .  G  .  A  .  B
    Transpose down     1  .  2  .  2  1  .  2  .  2  .  2
    Result down        B  .  C  .  D  E  .  F  .  G  .  A


    Minor              C  .  D  D# .  F  .  G  G# .  A# .
    Transpose down     2  .  2  1  .  2  .  2  1  .  2  .
    Result down        A# .  C  D  .  D# .  F  G  .  G# .


    Harmonic minor     C  .  D  Eb .  F  .  G  Ab .  .  B
    Transpose down     1  .  2  1  .  2  .  2  1  .  .  3
    Result down        B  .  C  D  .  Eb .  F  G  .  .  Ab
```

```
    Melodic minor       C  .  D  Eb .  F  .  G  .  A  .  B
    Transpose down      1  .  2  1  .  2  .  2  .  2  .  2
    Result down         B  .  C  D  .  Eb .  F  .  G  .  A


    C whole tone        C  .  D  .  E  .  F# .  G# .  A# .
    Transpose down      2  .  2  .  2  .  2  .  2  .  2  .
    Result down         A# .  C  .  D  .  E  .  F# .  G# .


    Blues               C  .  .  Eb .  F  Gb G  .  .  Bb .
    Transpose down      2  .  .  3  .  2  1  1  .  .  3  .
    Result down         Bb .  .  C  .  Eb F  Gb .  .  G  .


    Major Pentatonic    C  .  D  .  E  .  .  G  .  A  .  .
    Transpose down      3  .  2  .  2  .  .  3  .  2  .  .
    Result down         A  .  C  .  D  .  .  E  .  G  .  .


    Minor Pentatonic    C  .  .  Eb .  F  .  G  .  .  Bb .
    Transpose down      2  .  .  3  .  2  .  2  .  .  3  .
    Result down         Bb .  .  C  .  Eb .  F  .  .  G  .
```

12.2.5.68 c_scales_text

```
const char seq64::c_scales_text[c_scale_size][20]
```

12.2.5.69 c_key_text

```
const char seq64::c_key_text[SEQ64_OCTAVE_SIZE][4]
```

12.2.5.70 c_interval_text

```
const char seq64::c_interval_text[16][4]
```

12.2.5.71 c_chord_text

```
const char seq64::c_chord_text[8][6]
```

However, we have not seen this menu in the GUI! Ah, it only appears if the user has selected a musical scale like Major or Minor.

12.2.5.72 c_chord_number

```
const int seq64::c_chord_number
```

The chord-number is a count of the number of entries in c_chord_table_text. Will never change, luckily.

12.2.5.73 c_chord_table_text

```
const char seq64::c_chord_table_text[c_chord_number][12]
```

These chords appear in the sequence-editor chord-button dropdown menu. The longest string is 11 characters, and we add one for the null terminator. A good case for using std::string here. :-)

12.2.5.74 c_chord_size

```
const int seq64::c_chord_size
```

12.2.5.75 c_chord_table

```
const int seq64::c_chord_table[c_chord_number][c_chord_size]
```

These values indicate the note offsets needed for a particular kind of chord. 0 means no offset, and a -1 ends the list of note offsets for the chord.

12.2.5.76 c_max_instruments

```
const int seq64::c_max_instruments
```

With a value of 64, this is more of a sanity-check than a realistic number of instruments defined by a user.

12.2.5.77 c_max_busses

```
const int seq64::c_max_busses
```

12.2.5.78 versiontext

```
const std::string seq64::versiontext  [static]
```

This value ultimately comes from the configure.ac script.

This was too redundant:

SEQ64_PACKAGE " " SEQ64_VERSION " (" SEQ64_GIT_VERSION ") " **DATE** "\n"

12.2.5.79 long_options

```
struct option seq64::long_options[]  [static]
```

Note the terminating null structure..

12.2.5.80 s_arg_list

```
const std::string seq64::s_arg_list  [static]
```

The following string keeps track of the characters used so far. An 'x' means the character is used; an 'o' means it is used for the legacy spelling of the option, which uses underscores instead of hyphens. An 'a' indicates we could repurpose the key with minimal impact.

```
        0123456789 @AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTtUuVvWwXxYyZz
         ooooooooo oxxxxxx x  xx  xx xxx xxxxx x  xx xxxxx  xxxa   x

Previous arg-list, items missing! "ChVH:lRrb:q:Lni:jJmaAM:pPusSU:x:"
```

12.2.5.81 s_help_1a

```
const char* const seq64::s_help_1a  [static]
```

12.2.5.82 s_help_1b

```
const char* const seq64::s_help_1b  [static]
```

12.2.5.83 s_help_2

```
const char* const seq64::s_help_2  [static]
```

12.2.5.84 s_help_3

```
const char* const seq64::s_help_3  [static]
```

12.2.5.85 s_help_4

```
const char* const seq64::s_help_4  [static]
```

12.2.5.86 s_build_highlight_empty

```
const std::string seq64::s_build_highlight_empty  [static]
```

12.2.5.87 s_build_lash_support

```
const std::string seq64::s_build_lash_support  [static]
```

12.2.5.88 s_build_jack_support

```
const std::string seq64::s_build_jack_support  [static]
```

12.2.5.89 s_build_jack_session

```
const std::string seq64::s_build_jack_session  [static]
```

12.2.5.90 s_event_editor

```
const std::string seq64::s_event_editor  [static]
```

12.2.5.91 s_build_pause_support

```
const std::string seq64::s_build_pause_support  [static]
```

12.2.5.92 s_build_use_event_map

```
const std::string seq64::s_build_use_event_map  [static]
```

12.2.5.93 s_build_presort_events

```
const std::string seq64::s_build_presort_events  [static]
```

12.2.5.94 s_build_chord_generator

```
const std::string seq64::s_build_chord_generator  [static]
```

12.2.5.95 s_build_edit_highlight

```
const std::string seq64::s_build_edit_highlight  [static]
```

12.2.5.96 s_build_timesig_tempo

```
const std::string seq64::s_build_timesig_tempo  [static]
```

12.2.5.97 s_build_midi_vector

```
const std::string seq64::s_build_midi_vector  [static]
```

12.2.5.98 s_build_solid_grid

```
const std::string seq64::s_build_solid_grid  [static]
```

12.2.5.99 s_build_follow_progress

```
const std::string seq64::s_build_follow_progress  [static]
```

12.2.5.100 s_statistics_support

```
const std::string seq64::s_statistics_support  [static]
```

12.2.5.101 s_strip_empty_mutes

```
const std::string seq64::s_strip_empty_mutes  [static]
```

12.2.5.102 s_seq32_jack_support

```
const std::string seq64::s_seq32_jack_support  [static]
```

12.2.5.103 s_seq32_transport

```
const std::string seq64::s_seq32_transport  [static]
```

12.2.5.104 s_seq32_transpose

```
const std::string seq64::s_seq32_transpose  [static]
```

12.2.5.105 s_seq32_menu_buttons

```
const std::string seq64::s_seq32_menu_buttons  [static]
```

12.2.5.106 s_seq32_lfo_support

```
const std::string seq64::s_seq32_lfo_support  [static]
```

12.2.5.107 s_character_mapping

```
struct charpair_t seq64::s_character_mapping[]
```

12.2.5.108 s_global_lash_driver

```
lash* seq64::s_global_lash_driver  [static]
```

It is actually hidden in this module now, so that a function can be used in its place.

Like the font renderer, This item was once created in the main module, sequencer64.cpp. Now we make it a safer, more fool-proof, function. However, unlike the font-render, which always exists, the LASH driver is conditional, and might not be wanted. Therefore, we cannot return a reference, because there's no such thing as a null reference in C++. We have to return a pointer.

12.2.5.109 c_status_replace

```
const int seq64::c_status_replace  [static]
```

Note how they specify different bit values, as it they could be masked together to signal multiple functions.

This value signals the "replace" functionality.

12.2.5.110 c_status_snapshot

```
const int seq64::c_status_snapshot  [static]
```

12.2.5.111 c_status_queue

```
const int seq64::c_status_queue  [static]
```

12.2.5.112 g_rc_settings

```
rc_settings seq64::g_rc_settings  [static]
```

12.2.5.113 g_user_settings

```
user_settings seq64::g_user_settings  [static]
```

12.2.5.114 s_handlesize [1/2]

```
const long seq64::s_handlesize  [static]
```

12.2.5.115 s_jitter_amount

```
const int seq64::s_jitter_amount  [static]
```

12.2.5.116 gs_mainwid_pointer

```
mainwid* seq64::gs_mainwid_pointer  [static]
```

We have decided that passing along a mainwnd reference among a number of constructors is too much and actually harder to understand and more error prone. This value is set at the end of the mainwnd constructor, but only the first time that constructor is called.

12.2.5.117 c_mainwid_x

```
const int seq64::c_mainwid_x
```

Affected by the c_mainwid_border and c_mainwid_spacing values.

12.2.5.118 c_mainwid_y

```
const int seq64::c_mainwid_y
```

12.2.5.119 gs_perfedit_pointer_0

```
perfedit* seq64::gs_perfedit_pointer_0  [static]
```

12.2.5.120 gs_perfedit_pointer_1

```
perfedit* seq64::gs_perfedit_pointer_1  [static]
```

12.2.5.121 s_handlesize [2/2]

```
const long seq64::s_handlesize  [static]
```

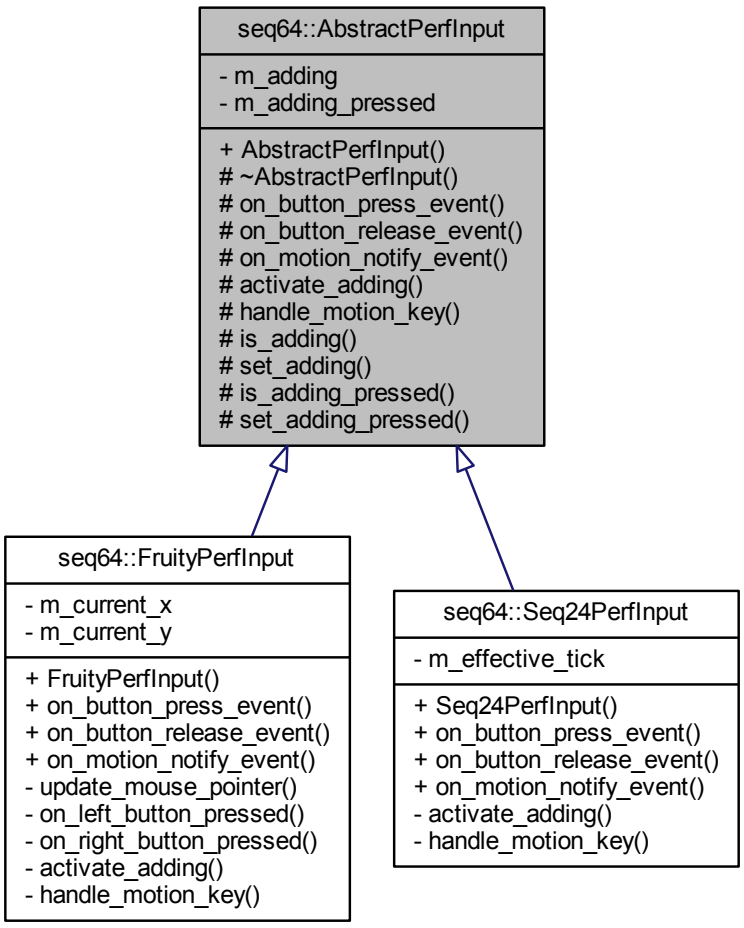
Chapter 13

Data Structure Documentation

13.1 seq64::AbstractPerfInput Class Reference

Provides an abstract base class to provide the minimal interface for the various "perf input" classes.

Inheritance diagram for seq64::AbstractPerfInput:



Public Member Functions

- AbstractPerfInput ()

  Default constructor.

Protected Member Functions

- virtual ~AbstractPerfInput ()

  Destructor, does nothing.
- virtual bool on_button_press_event (GdkEventButton *a_ev, perfroll &roll)=0
- virtual bool on_button_release_event (GdkEventButton *a_ev, perfroll &roll)=0
- virtual bool on_motion_notify_event (GdkEventMotion *a_ev, perfroll &roll)=0
- virtual void activate_adding (bool adding, perfroll &roll)=0
- virtual bool handle_motion_key (bool is_left, perfroll &roll)=0
- bool is_adding () const

  'Getter' function for member m_adding
- void set_adding (bool flag)

  'Setter' function for member m_adding
- bool is_adding_pressed () const

  'Getter' function for member m_adding_pressed
- void set_adding_pressed (bool flag)

  'Setter' function for member m_adding_pressed

Private Attributes

- bool m_adding

  Indicates we are in the middle of adding a sequence segment to the performance.
- bool m_adding_pressed

  Indicates if the left mouse button is pressed while in adding mode.

Friends

- class perfroll

13.1.1 Constructor & Destructor Documentation

13.1.1.1 AbstractPerfInput()

```
seq64::AbstractPerfInput::AbstractPerfInput ( )  [inline]
```

13.1.1.2 ~AbstractPerfInput()

```
virtual seq64::AbstractPerfInput::~AbstractPerfInput ( )  [inline], [protected], [virtual]
```

13.1.2 Member Function Documentation

13.1.2.1 on_button_press_event()

```
virtual bool seq64::AbstractPerfInput::on_button_press_event (
            GdkEventButton * a_ev,
            perfroll & roll )  [protected], [pure virtual]
```

Implemented in seq64::Seq24PerfInput, and seq64::FruityPerfInput.

13.1.2.2 on_button_release_event()

```
virtual bool seq64::AbstractPerfInput::on_button_release_event (
            GdkEventButton * a_ev,
            perfroll & roll )  [protected], [pure virtual]
```

Implemented in seq64::Seq24PerfInput, and seq64::FruityPerfInput.

13.1.2.3 on_motion_notify_event()

```
virtual bool seq64::AbstractPerfInput::on_motion_notify_event (
            GdkEventMotion * a_ev,
            perfroll & roll )  [protected], [pure virtual]
```

Implemented in seq64::Seq24PerfInput, and seq64::FruityPerfInput.

13.1.2.4 activate_adding()

```
virtual void seq64::AbstractPerfInput::activate_adding (
            bool adding,
            perfroll & roll )  [protected], [pure virtual]
```

Implemented in seq64::Seq24PerfInput, and seq64::FruityPerfInput.

13.1.2.5 handle_motion_key()

```
virtual bool seq64::AbstractPerfInput::handle_motion_key (
            bool is_left,
            perfroll & roll )  [protected], [pure virtual]
```

Implemented in seq64::Seq24PerfInput, and seq64::FruityPerfInput.

13.1.2.6 is_adding()

```
bool seq64::AbstractPerfInput::is_adding ( ) const  [inline], [protected]
```

13.1.2.7 set_adding()

```
void seq64::AbstractPerfInput::set_adding (
            bool flag )  [inline], [protected]
```

13.1.2.8 is_adding_pressed()

```
bool seq64::AbstractPerfInput::is_adding_pressed ( ) const  [inline], [protected]
```

13.1.2.9 set_adding_pressed()

```
void seq64::AbstractPerfInput::set_adding_pressed (
            bool flag )  [inline], [protected]
```

13.1.3 Friends And Related Function Documentation

13.1.3.1 perfroll

```
friend class perfroll  [friend]
```

13.1.4 Field Documentation

13.1.4.1 m_adding

```
bool seq64::AbstractPerfInput::m_adding  [private]
```

13.1.4.2 m_adding_pressed

```
bool seq64::AbstractPerfInput::m_adding_pressed  [private]
```

13.2 seq64::automutex Class Reference

Provides a mutex that locks automatically when created, and unlocks when destroyed.

Public Member Functions

- automutex (mutex &my_mutex)

  Principal constructor gets a reference to a mutex parameter, and then locks the mutex.
- ~automutex ()

  The destructor unlocks the mutex.

Private Member Functions

- automutex ()
- automutex (const automutex &)
- automutex & operator= (const automutex &)

Private Attributes

- mutex & m_safety_mutex

  Provides the mutex reference to be used for locking.

13.2.1 Detailed Description

This has a couple of benefits. First, it is threadsafe in the face of exception handling. Secondly, it can be done with just one line of code.

13.2.2 Constructor & Destructor Documentation

13.2.2.1 automutex() [1/3]

```
seq64::automutex::automutex ( )  [private]
```

13.2.2.2 automutex() [2/3]

```
seq64::automutex::automutex (
            const automutex &  )  [private]
```

13.2.2.3 automutex() [3/3]

```
seq64::automutex::automutex (
            mutex & my_mutex )  [inline]
```

Parameters

my_mutex	The caller's mutex to be used for locking.

13.2.2.4 ~automutex()

```
seq64::automutex::~automutex ( )  [inline]
```

13.2.3 Member Function Documentation

13.2.3.1 operator=()

```
automutex& seq64::automutex::operator= (
            const automutex &  )  [private]
```

13.2.4 Field Documentation

13.2.4.1 m_safety_mutex

```
mutex& seq64::automutex::m_safety_mutex  [private]
```

13.3 seq64::click Class Reference

Encapsulates any possible mouse click.

Public Member Functions

- click ()
  The constructor for class click.
- click (int x, int y, int button=SEQ64_CLICK_BUTTON_LEFT, bool press=true, seq_modifier_t modkey=SEQ64_NO_MASK)
  Principal constructor for class click.
- click (const click &rhs)
  Provides a stock copy constructor.
- click & operator= (const click &rhs)
  Provides a stock principal assignment operator.
- bool is_press () const
  'Getter' function for member m_is_press
- bool is_left () const
  'Getter' function for member m_button to test for the left button.
- bool is_middle () const
  'Getter' function for member m_button to test for the middle button.
- bool is_right () const
  'Getter' function for member m_button to test for the right button.
- int x () const
  'Getter' function for member m_x
- int y () const
  'Getter' function for member m_y
- int button () const
  'Getter' function for member m_button
- seq_modifier_t modifier () const
  'Getter' function for member m_modifier
- bool mod_control () const
  'Getter' function for member m_modifier tested for Ctrl key.
- bool mod_control_shift () const
  'Getter' function for member m_modifier tested for Ctrl and Shift key.
- bool mod_super () const
  'Getter' function for member m_modifier tested for Mod4/Super/Windows key.

Private Attributes

- bool m_is_press

  Determines if the click was a press or a release event.
- int m_x

  The x-coordinate of the click.
- int m_y

  The y-coordinate of the click.
- int m_button

  The button that was pressed or released.
- seq_modifier_t m_modifier

  The optional modifier value.

13.3.1 Detailed Description

Useful in passing more generic events to non-GUI classes.

13.3.2 Constructor & Destructor Documentation

13.3.2.1 click() [1/3]

```
seq64::click::click ( )
```

Sets all members to false, zero, or the lowest good value.

13.3.2.2 click() [2/3]

```
seq64::click::click (
            int x,
            int y,
            int button = SEQ64_CLICK_BUTTON_LEFT,
            bool press = true,
            seq_modifier_t modkey = SEQ64_NO_MASK )
```

This function is the only way to set value for the click members (other than the copy constructor and principal assignment operator.

Parameters

x	The putative x value of the button click.
y	The putative y value of the button click.
button	The value of the button that was clicked, set to 1, 2, or 3.
press	Set to true if the event was a button press, false if it was a button release.
modkey	Indicates which modifier key (such as Ctrl or Alt), if any, was pressed at the same time as the click action.

13.3.2.3 click() [3/3]

```
seq64::click::click (
            const click & rhs )
```

It is nice to be explicit about these kinds of functions, even if it gets tedious.

Parameters

rhs	Provies the source object to be copied.

13.3.3 Member Function Documentation

13.3.3.1 operator=()

```
click & seq64::click::operator= (
            const click & rhs )
```

It is nice to be explicit about these kinds of functions, even if it gets tedious.

Parameters

rhs	Provies the source object to be assigned from. The assignment is not made if "this" has the same address as this parameter.

Returns

Returns a reference to self for usage in a string of assignments.

13.3.3.2 is_press()

```
bool seq64::click::is_press ( ) const  [inline]
```

13.3.3.3 is_left()

```
bool seq64::click::is_left ( ) const  [inline]
```

13.3.3.4 is_middle()

```
bool seq64::click::is_middle ( ) const  [inline]
```

13.3.3.5 is_right()

```
bool seq64::click::is_right ( ) const  [inline]
```

13.3.3.6 x()

```
int seq64::click::x ( ) const  [inline]
```

13.3.3.7 y()

```
int seq64::click::y ( ) const  [inline]
```

13.3.3.8 button()

```
int seq64::click::button ( ) const  [inline]
```

13.3.3.9 modifier()

```
seq_modifier_t seq64::click::modifier ( ) const  [inline]
```

13.3.3.10 mod_control()

```
bool seq64::click::mod_control ( ) const  [inline]
```

13.3.3.11 mod_control_shift()

```
bool seq64::click::mod_control_shift ( ) const  [inline]
```

13.3.3.12 mod_super()

```
bool seq64::click::mod_super ( ) const  [inline]
```

13.3.4 Field Documentation

13.3.4.1 m_is_press

```
bool seq64::click::m_is_press  [private]
```

13.3.4.2 m_x

```
int seq64::click::m_x  [private]
```

0 is the left-most coordinate.

13.3.4.3 m_y

```
int seq64::click::m_y  [private]
```

0 is the top-most coordinate.

13.3.4.4 m_button

```
int seq64::click::m_button  [private]
```

Left is 1, mmiddle is 2, and right is 3. These numbers are defined via macros, and are Linux-specific and Gtk-specific.

13.3.4.5 m_modifier

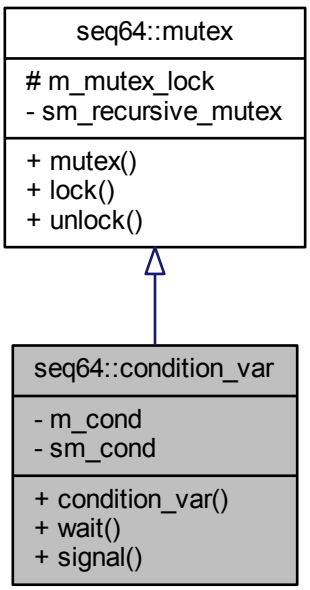
```
seq_modifier_t seq64::click::m_modifier  [private]
```

Note that SEQ64_NO_MASK is our word for 0, meaning "no modifier".

13.4 seq64::condition_var Class Reference

A mutex works best in conjunction with a condition variable.

Inheritance diagram for seq64::condition_var:



Public Member Functions

- condition_var ()

  Initialize the condition variable with the global variable.
- void wait ()

  Waits for the condition variable.
- void signal ()

  Signals the condition variable.

Private Attributes

- pthread_cond_t m_cond

  Provides a class-specific condition variable.

Static Private Attributes

- static const pthread_cond_t sm_cond

  Provides a "global" condition variable.

Additional Inherited Members

13.4.1 Detailed Description

Therefore this class derives from the mutex class. A "has-a" relationship might be more logical than this "is-a" relationship.

13.4.2 Constructor & Destructor Documentation

13.4.2.1 condition_var()

```
seq64::condition_var::condition_var ( )
```

13.4.3 Member Function Documentation

13.4.3.1 wait()

```
void seq64::condition_var::wait ( )
```

13.4.3.2 signal()

```
void seq64::condition_var::signal ( )
```

13.4.4 Field Documentation

13.4.4.1 sm_cond

```
const pthread_cond_t seq64::condition_var::sm_cond  [static], [private]
```

Define the static condition variable used by all mutex locks.

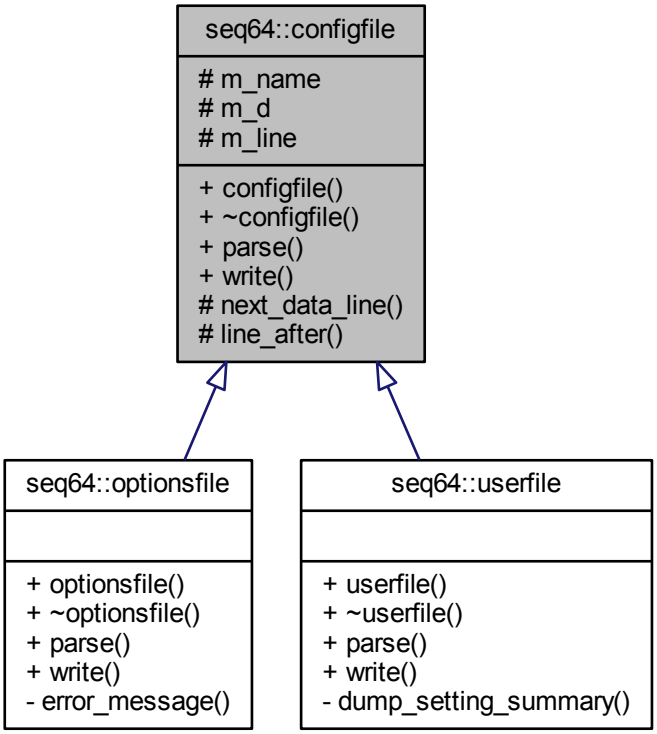
13.4.4.2 m_cond

```
pthread_cond_t seq64::condition_var::m_cond  [private]
```

13.5 seq64::configfile Class Reference

This class is the abstract base class for optionsfile and userfile.

Inheritance diagram for seq64::configfile:



Public Member Functions

- configfile (const std::string &name)

  Provides the string constructor for a configuration file.
- virtual ~configfile ()

  A rote destructor needed for a base class.
- virtual bool parse (perform &perf)=0
- virtual bool write (const perform &perf)=0

Protected Member Functions

- bool next_data_line (std::ifstream &file)

  Gets the next line of data from an input stream.
- bool line_after (std::ifstream &file, const std::string &tag)

  This function gets a specific line of text, specified as a tag.

Protected Attributes

- std::string m_name

  Provides the name of the configuration file.
- char * m_d

  Points to an allocated buffer that holds the data for the configuration file.
- char m_line [SEQ64_LINE_MAX]

  The current line of text being processed.

13.5.1 Constructor & Destructor Documentation

13.5.1.1 configfile()

```
seq64::configfile::configfile (
            const std::string & name )
```

Parameters

name	The name of the configuration file.

13.5.1.2 ~configfile()

```
virtual seq64::configfile::~configfile ( )  [inline], [virtual]
```

13.5.2 Member Function Documentation

13.5.2.1 next_data_line()

```
bool seq64::configfile::next_data_line (
            std::ifstream & file )  [protected]
```

If the line starts with a number-sign, a space (!), or a null, it is skipped, to try the next line. This occurs until an EOF is encountered.

Member m_line is a "global" return value.

Parameters

file	Points to an input stream. We converted this item to a reference; pointers can be subject to problems. For example, what if someone passes a null pointer?

Returns

Returns true if a presumed data line was found. False is returned if not found before an EOF or a section marker ("[") is found. This is a a new (ca 2016-02-14) feature of this function, to assist in adding new data to the file.

13.5.2.2 line_after()

```
bool seq64::configfile::line_after (
            std::ifstream & file,
            const std::string & tag )  [protected]
```

Then it gets the next non-blank line (i.e. data line) after that.

This function always starts from the beginning of the file. Therefore, it can handle reading Sequencer64 configuration files that have had their tagged sections arranged in a different order. This feature makes the configuration file a little more robust against errors.

Parameters

file	Points to the input file stream.
tag	Provides a tag to be found. Lines are read until a match occurs with this tag. Normally, the tag is a section marker, such as "[user-interface]". Best to assume an exact match is needed.

Returns

Returns true if the tag was found. Otherwise, false is returned.

13.5.2.3 parse()

```
virtual bool seq64::configfile::parse (
            perform & perf )  [pure virtual]
```

Implemented in seq64::userfile, and seq64::optionsfile.

13.5.2.4 write()

```
virtual bool seq64::configfile::write (
            const perform & perf )  [pure virtual]
```

Implemented in seq64::userfile, and seq64::optionsfile.

13.5.3 Field Documentation

13.5.3.1 m_name

```
std::string seq64::configfile::m_name  [protected]
```

13.5.3.2 m_d

```
char* seq64::configfile::m_d  [protected]
```

13.5.3.3 m_line

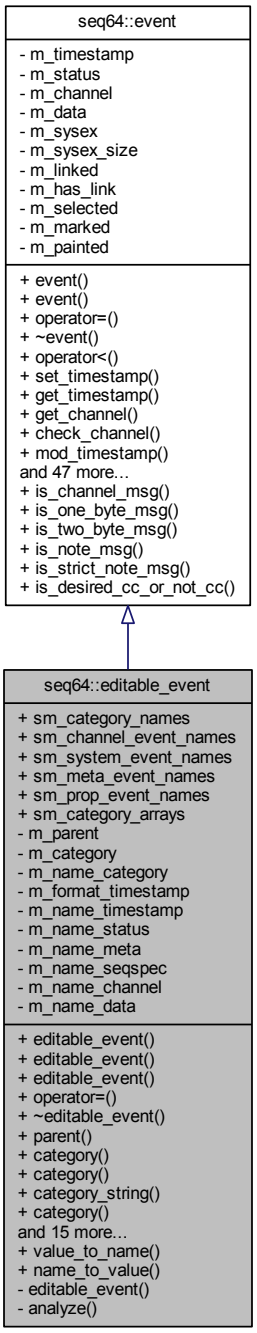
```
char seq64::configfile::m_line[SEQ64_LINE_MAX]  [protected]
```

This member receives an input line, and so needs to be a character buffer.

13.6 seq64::editable_event Class Reference

Provides for the management of MIDI editable events.

Inheritance diagram for seq64::editable_event:



Data Structures

- struct name_value_t

  Provides a type that contains the pair of values needed for the various lookup maps that are needed to manage editable events.

Public Types

- enum category_t {
  category_name,
  category_channel_message,
  category_system_message,
  category_meta_event,
  category_prop_event }

  These values determine the major kind of event, which determines what types of events are possible for this editable event object.
- enum timestamp_format_t {
  timestamp_measures,
  timestamp_time,
  timestamp_pulses }

  Provides a code to indicate the desired timestamp format.

Public Member Functions

- editable_event (const editable_events &parent)

  This constructor simply initializes all of the class members.
- editable_event (const editable_events &parent, const event &ev)

  Event constructor.
- editable_event (const editable_event &rhs)

  This copy constructor initializes most of the class members.
- editable_event & operator= (const editable_event &rhs)
- virtual ~editable_event ()

  This destructor current is a rote virtual function override.
- const editable_events & parent () const

  'Getter' function for member m_parent
- category_t category () const

  'Getter' function for member m_category
- void category (category_t c)

  'Setter' function for member m_category by value Also keeps the m_name_category member in synchrony.
- const std::string & category_string () const

  'Getter' function for member m_category
- void category (const std::string &cs)

  'Setter' function for member m_category by name Also keeps the m_name_category member in synchrony, but looks up the name, rather than using the name parameter, to avoid storing abbreviations.
- const std::string & timestamp_string () const

  'Getter' function for member m_name_timestamp
- midipulse timestamp () const

  'Getter' function for member event::get_timestamp() Implemented to allow a uniform naming convention that is not slavish to the get/set crowd [this ain't Java].
- void timestamp (midipulse ts)

  'Setter' function for member event::set_timestamp() Implemented to allow a uniform naming convention that is not slavish to the get/set crowd [this ain't Java].
- void timestamp (const std::string &ts_string)

  'Setter' function for member event::set_timestamp() [string version]
- std::string time_as_pulses ()

  Converts the current time-stamp to a string representation in units of pulses.
- std::string time_as_measures ()

  Converts the current time-stamp to a string representation in units of measures, beats, and divisions.

- std::string time_as_minutes ()

  Converts the current time-stamp to a string representation in units of hours, minutes, seconds, and fraction.
- void set_status_from_string (const std::string &ts, const std::string &s, const std::string &sd0, const std::string &sd1)

  Converts a string into an event status, along with timestamp and data bytes.
- std::string format_timestamp ()

  Formats the current timestamp member as a string.
- std::string stock_event_string ()

  Converts the event into a string desribing the full event.
- std::string status_string () const

  'Getter' function for member m_name_status
- std::string meta_string () const

  'Getter' function for member m_name_meta
- std::string seqspec_string () const

  'Getter' function for member m_name_seqspec
- std::string channel_string () const

  'Getter' function for member m_name_channel
- std::string data_string () const

  'Getter' function for member m_name_data

Static Public Member Functions

- static std::string value_to_name (midibyte value, category_t cat)

  Provides a static lookup function that returns the name, if any, associated with a midibyte value.
- static unsigned short name_to_value (const std::string &name, category_t cat)

  Provides a static lookup function that returns the value, if any, associated with a name string.

Static Public Attributes

- static const name_value_t sm_category_names [ ]

  An array of event categories and their names.
- static const name_value_t sm_channel_event_names [ ]

  An array of MIDI channel events and their names.
- static const name_value_t sm_system_event_names [ ]

  An array of MIDI system events and their names.
- static const name_value_t sm_meta_event_names [ ]

  An array of Meta events and their names.
- static const name_value_t sm_prop_event_names [ ]

  An array of Sequencer64-specific events and their names.
- static const name_value_t *const sm_category_arrays [ ]

  Provides for fast access (no ifs) to the correct name array for the given category.

Private Member Functions

- editable_event ()
- void analyze ()

  Analyzes an editable-event to make all the settings it needs.

Private Attributes

- const editable_events & m_parent

  Provides a reference to the container that holds this event.
- category_t m_category

  Indicates the overall category of this event, which will be category_channel_message, category_system_message, category_meta_event, and category_prop_event.
- std::string m_name_category

  Holds the name of the event category for this event.
- timestamp_format_t m_format_timestamp

  Indicates the format to display the time-stamp.
- std::string m_name_timestamp

  Holds the string version of the MIDI pulses time-stamp.
- std::string m_name_status

  Holds the name of the status value for this event.
- std::string m_name_meta

  Holds the name of the meta message, if applicable.
- std::string m_name_seqspec

  If we eventually implement the editing of the Seq24/Sequencer64 "proprietary" meta sequencer-specific events, the name of the SeqSpec will be stored here.
- std::string m_name_channel

  Holds the channel description, if applicable.
- std::string m_name_data

  Holds the data description, if applicable.

13.6.1 Detailed Description

It makes the following members of an event modifiable using human-readable strings:

```
-   m_timestamp
-   m_status
-   m_channel
-   m_data[]
```

Eventually, it would be nice to be able to edit, or at least view, the SysEx events and the Meta events. Those two will require extensions to make events out of them (SysEx is partly supported).

To the concepts of event, the editable_event class adds a category field and strings to represent all of these members.

13.6.2 Member Enumeration Documentation

13.6.2.1 category_t

```
enum seq64::editable_event::category_t
```

These tags are accompanied by category names in sm_category_names[]. The enum values are cast to midibyte values for the purposes of using the lookup infrastructure.

Enumerator

category_name	Indicates that the lookup needs to be done on the category names, as listed in sm_category_names[].
category_channel_message	Indicates a channel event, with a value ranging from 0x80 through 0xEF. Some examples are note on/off, control change, and program change. Values are looked up in sm_channel_event_names[].
category_system_message	Indicates a system event, with a value ranging from 0xF0 through 0xFF. Some examples are SysEx start/end, song position, and stop/start/continue/reset. Values are looked up in sm_system_event_names[].
category_meta_event	Indicates a meta event, and there is a second value that is used to look up the name of the meta event, in sm_meta_event_names[].
category_prop_event	Indicates a "proprietary", Sequencer64 event. Indicates to look up the name of the event in sm_prop_event_names[]. Not sure if these kinds of events will be stored separately.

13.6.2.2 timestamp_format_t

```
enum seq64::editable_event::timestamp_format_t
```

Three are supported. All editable events will share the same timestamp format, but it seems good to make this a event class member, rather than something imposed from an outside static value. We shall see.

Enumerator

timestamp_measures	This format displays the time in "measures:beats:divisions" format, where measures and beats start at 1. Thus, "1:1:0" is equivalent to 0 pulses or to "0:0:0.0" in normal time values.
timestamp_time	This format displays the time in "hh:mm:second.fraction" format. The value displayed should not depend upon the internal timing parameters of the event.
timestamp_pulses	This format specifies a bare pulse format for the timestamp – a long integer ranging from 0 on up. Obviously, this representation depends on the PPQN value for the sequence holding this event.

13.6.3 Constructor & Destructor Documentation

13.6.3.1 editable_event() [1/4]

```
seq64::editable_event::editable_event ( )  [private]
```

13.6.3.2 editable_event() [2/4]

```
seq64::editable_event::editable_event (
            const editable_events & parent )
```

editable_event::editable_event () : event (), m_category (category_name), m_name_category (), m_format_↩ timestamp (timestamp_measures), m_name_timestamp (), m_name_status (), m_name_meta (), m_name_↩ seqspec (), m_name_channel (), m_name_data () { // Empty body } Principal constructor.

Parameters

parent	Provides the overall editable-events object that manages the whole set of editable-event.

13.6.3.3 editable_event() [3/4]

```
seq64::editable_event::editable_event (
            const editable_events & parent,
            const event & ev )
```

This function basically adds all of the extra editable_event stuff to a standard event, so that the resulting editable_event is container-ready.

13.6.3.4 editable_event() [4/4]

```
seq64::editable_event::editable_event (
            const editable_event & rhs )
```

This function is currently geared only toward support of the SMF 0 channel-splitting feature. Many of the members are not set to useful values when the MIDI file is read, so we don't handle them for now.

Warning

This function does not yet copy the SysEx data. The inclusion of SysEx editable_events was not complete in Seq24, and it is still not complete in Sequencer64. Nor does it currently bother with the links.

Parameters

rhs	Provides the editable_event object to be copied.

13.6.3.5 ~editable_event()

```
virtual seq64::editable_event::~editable_event ( )  [inline], [virtual]
```

13.6.4 Member Function Documentation

13.6.4.1 value_to_name()

```
std::string seq64::editable_event::value_to_name (
            midibyte value,
            editable_event::category_t cat )  [static]
```

Parameters

value	The MIDI byte value to look up.
cat	The category of the MIDI byte. Each category calls a different name array into play.

Returns

Returns the name associated with the value. If there is no such name, then an empty string is returned.

13.6.4.2 name_to_value()

```
unsigned short seq64::editable_event::name_to_value (
            const std::string & name,
            editable_event::category_t cat )  [static]
```

The string_match() function, which can match abbreviations, case-insensitively, is used to make the string comparisons.

Parameters

name	The string value to look up.
cat	The category of the MIDI byte. Each category calls a different name array into play.

Returns

Returns the value associated with the name. If there is no such value, then SEQ64_END_OF_MIDIBYTE_↩ TABLE is returned.

13.6.4.3 operator=()

```
editable_event & seq64::editable_event::operator= (
            const editable_event & rhs )
```

13.6.4.4 parent()

```
const editable_events& seq64::editable_event::parent ( ) const  [inline]
```

13.6.4.5 category() [1/3]

```
category_t seq64::editable_event::category ( ) const  [inline]
```

13.6.4.6 category() [2/3]

```
void seq64::editable_event::category (
            category_t c )
```

Note that a bad value is translated to the value of category_name.

Parameters

c	Provides the category value to set.

13.6.4.7 category_string()

```
const std::string& seq64::editable_event::category_string ( ) const  [inline]
```

13.6.4.8 category() [3/3]

```
void seq64::editable_event::category (
            const std::string & name )
```

Note that a bad value is translated to the value of category_name.

Parameters

name	Provides the category name for the category value to set.

13.6.4.9 timestamp_string()

```
const std::string& seq64::editable_event::timestamp_string ( ) const  [inline]
```

13.6.4.10 timestamp() [1/3]

```
midipulse seq64::editable_event::timestamp ( ) const  [inline]
```

13.6.4.11 timestamp() [2/3]

```
void seq64::editable_event::timestamp (
            midipulse ts )
```

Plus, we also have to set the string version at the same time.

The format of the string representation is of the format selected by the m_format_timestamp member and is set by the format_timestamp() function.

Parameters

ts	Provides the timestamp in units of MIDI pulses.

13.6.4.12 timestamp() [3/3]

```
void seq64::editable_event::timestamp (
            const std::string & ts_string )
```

The format of the string representation is of the format selected by the m_format_timestamp member and is set by the format_timestamp() function.

Parameters

ts_string	Provides the timestamp in units of MIDI pulses.

13.6.4.13 time_as_pulses()

```
std::string seq64::editable_event::time_as_pulses ( )  [inline]
```

13.6.4.14 time_as_measures()

```
std::string seq64::editable_event::time_as_measures ( )
```

Cannot be inlined because of a circular dependency between the editable_event and editable_events classes.

13.6.4.15 time_as_minutes()

```
std::string seq64::editable_event::time_as_minutes ( )
```

Cannot be inlined because of a circular dependency between the editable_event and editable_events classes.

13.6.4.16 set_status_from_string()

```
void seq64::editable_event::set_status_from_string (
            const std::string & ts,
            const std::string & s,
            const std::string & sd0,
            const std::string & sd1 )
```

Currently, this function handles only the following two messages:

- category_channel_message
- category_system_message

After all of the numbering member items have been set, they are converted and assigned to the string versions via a call to the analyze() function.

Parameters

ts	Provides the time-stamp string of the event.
s	Provides the name of the event, such as "Program Change".
sd0	Provides the string defining the first data byte of the event.
sd1	Provides the string defining the second data byte of the event, if applicable to the event.

13.6.4.17 format_timestamp()

```
std::string seq64::editable_event::format_timestamp ( )
```

The format of the string representation is of the format selected by the m_format_timestamp member.

13.6.4.18 stock_event_string()

```
std::string seq64::editable_event::stock_event_string ( )
```

We get the time-stamp as a string, make sure the event is fully analyzed so that all items and strings are set correctly.

Returns

Returns a human-readable string describing this event.

13.6.4.19 status_string()

```
std::string seq64::editable_event::status_string ( ) const  [inline]
```

13.6.4.20 meta_string()

```
std::string seq64::editable_event::meta_string ( ) const  [inline]
```

13.6.4.21 seqspec_string()

```
std::string seq64::editable_event::seqspec_string ( ) const  [inline]
```

13.6.4.22 channel_string()

```
std::string seq64::editable_event::channel_string ( ) const  [inline]
```

13.6.4.23 data_string()

```
std::string seq64::editable_event::data_string ( ) const  [inline]
```

13.6.4.24 analyze()

```
void seq64::editable_event::analyze ( )  [private]
```

Used in the constructors. Some of the setters indirectly set the appropriate string representation, as well.

Category:

```
This function can figure out if the status byte implies a channel
message or a system message, and set the category string as well.
However, at this time, detection of Meta events (0xFF) or
Proprietary/SeqSpec events (0xFF with 0x2424) doesn't work due to lack
of context here (and due to the fact that currently such events are
not yet stored in a Sequencer64 sequence/track, and the
least-significant-byte gets masked off anyway.)
```

Status:

```
We distinguish between channel and system messages, and then one- and
two-byte messages, but don't yet distinguish the data values fully.
```

13.6.5 Field Documentation

13.6.5.1 sm_category_names

```
const editable_event::name_value_t seq64::editable_event::sm_category_names  [static]
```

Initializes the array of event/name pairs for the MIDI events categories.

Terminated by an empty string, the latter being the preferred test, for consistency with the other arrays and because 0 is often a legitimate code value.

13.6.5.2 sm_channel_event_names

```
const editable_event::name_value_t seq64::editable_event::sm_channel_event_names  [static]
```

Initializes the array of event/name pairs for the channel MIDI events.

We split channel and system messages into two arrays, for semantic reasons and for faster linear lookups.

Terminated by an empty string.

13.6.5.3 sm_system_event_names

```
const editable_event::name_value_t seq64::editable_event::sm_system_event_names  [static]
```

Initializes the array of event/name pairs for the system MIDI events.

We split channel and system messages into two arrays, for semantic reasons and for faster linear lookups.

Terminated by an empty string.

13.6.5.4 sm_meta_event_names

```
const editable_event::name_value_t seq64::editable_event::sm_meta_event_names  [static]
```

Initializes the array of event/name pairs for all of the Meta events.

Terminated only by the empty string.

13.6.5.5 sm_prop_event_names

```
const editable_event::name_value_t seq64::editable_event::sm_prop_event_names  [static]
```

Initializes the array of event/name pairs for all of the seq24/sequencer64-specific events.

Terminated only by the empty string. Note that the numbers reflect the masking off of the high-order bits by 0x242400FF.

13.6.5.6 sm_category_arrays

```
const editable_event::name_value_t *const seq64::editable_event::sm_category_arrays  [static]
```

Contains pointers (references cannot be stored in an array) to the desired array for a given category.

Too bad that an array of references is not possible.

This code could be considered a bit rococo.

13.6.5.7 m_parent

```
const editable_events& seq64::editable_event::m_parent  [private]
```

The container's "children" need to go to their "parent" to get certain items of information.

13.6.5.8 m_category

```
category_t seq64::editable_event::m_category  [private]
```

The category_name value is not set here, since that category is used only for looking up the human-readable form of the category.

13.6.5.9 m_name_category

```
std::string seq64::editable_event::m_name_category  [private]
```

13.6.5.10 m_format_timestamp

```
timestamp_format_t seq64::editable_event::m_format_timestamp  [private]
```

The default is to display in timestamp_measures format.

13.6.5.11 m_name_timestamp

```
std::string seq64::editable_event::m_name_timestamp  [private]
```

13.6.5.12 m_name_status

```
std::string seq64::editable_event::m_name_status  [private]
```

It will include the names of the channel messages and the system messages. The latter includes SysEx and Meta messages.

13.6.5.13 m_name_meta

```
std::string seq64::editable_event::m_name_meta  [private]
```

If not applicable, this name will be empty.

13.6.5.14 m_name_seqspec

```
std::string seq64::editable_event::m_name_seqspec  [private]
```

13.6.5.15 m_name_channel

```
std::string seq64::editable_event::m_name_channel  [private]
```

13.6.5.16 m_name_data

```
std::string seq64::editable_event::m_name_data  [private]
```

13.7 seq64::editable_events Class Reference

Provides for the management of an ordered collection MIDI editable events.

Public Member Functions

- editable_events (sequence &seq, int bpm)

  This constructor hooks into the sequence object.
- editable_events (const editable_events &rhs)

  This copy constructor initializes most of the class members.
- editable_events & operator= (const editable_events &rhs)

  This principal assignment operator sets most of the class members.
- virtual ~editable_events ()

  This destructor current is a rote virtual function override.
- const midi_timing & timing () const

  'Getter' function for member m_midi_parameters
- midipulse string_to_pulses (const std::string &ts_string) const

  Calculates the MIDI pulses (divisions) from a string using one of the free functions of the calculations module.
- bool load_events ()

  Accesses the sequence's event-list, iterating through it from beginning to end, wrapping each event in the list in an editable event and inserting it into the editable-event container.
- bool save_events ()

  Erases the sequence's event container and recreates it using the edited container of editable events.
- Events & events ()

  'Getter' function for member m_events
- iterator begin ()

  'Getter' function for member m_events.begin(), non-constant version.
- const_iterator begin () const

  'Getter' function for member m_events.begin(), constant version.
- iterator end ()

  'Getter' function for member m_events.end(), non-constant version.
- const_iterator end () const

  'Getter' function for member m_events.end(), constant version.
- int count () const

  Returns the number of events stored in m_events.
- bool add (const event &e)

  Adds an event, converted to an editable_event, to the internal event list.
- bool add (const editable_event &e)

  Adds an editable event to the internal event list.
- bool replace (iterator ie, const editable_event &e)

  Provides a wrapper for the iterator form of erase(), which is the only one that the editable_events container uses.
- void remove (iterator ie)

  Provides a wrapper for the iterator form of erase(), which is the only one that sequence uses.
- void clear ()

  Provides a wrapper for clear().
- iterator current_event () const

  'Getter' function for member m_current_event The caller must make sure the iterator is not Events::end().

Static Public Member Functions

- static editable_event & dref (iterator ie)

  Dereference access for list or map.
- static const editable_event & dref (const_iterator ie)

  Dereference const access for list or map.

Private Types

- typedef event_list::event_key Key

  Types to use to with the multimap implementation.
- typedef std::pair< Key, editable_event > EventsPair
- typedef std::multimap< Key, editable_event > Events
- typedef std::multimap< Key, editable_event >::iterator iterator
- typedef std::multimap< Key, editable_event >::const_iterator const_iterator

Private Member Functions

- editable_events ()
- void current_event (iterator cei)

  'Setter' function for member m_current_event

Private Attributes

- Events m_events

  Holds the editable_events.
- iterator m_current_event

  Points to the current event, which is the event that has just been inserted.
- sequence & m_sequence

  Provides a reference to the sequence containing the events to be edited.
- midi_timing m_midi_parameters

  Holds the current settings for the sequence (and usually for the whole MIDI tune as well).

Friends

- class eventslots

13.7.1 Member Typedef Documentation

13.7.1.1 Key

```
typedef event_list::event_key seq64::editable_events::Key  [private]
```

These typenames are identical to those used in event_list, but of course they are in the editable_events scope instead. See the event_list class.

13.7.1.2 EventsPair

```
typedef std::pair<Key, editable_event> seq64::editable_events::EventsPair  [private]
```

13.7.1.3 Events

```
typedef std::multimap<Key, editable_event> seq64::editable_events::Events  [private]
```

13.7.1.4 iterator

```
typedef std::multimap<Key, editable_event>::iterator seq64::editable_events::iterator  [private]
```

13.7.1.5 const_iterator

```
typedef std::multimap<Key, editable_event>::const_iterator seq64::editable_events::const_↩
iterator  [private]
```

13.7.2 Constructor & Destructor Documentation

13.7.2.1 editable_events() [1/3]

```
seq64::editable_events::editable_events ( )  [private]
```

13.7.2.2 editable_events() [2/3]

```
seq64::editable_events::editable_events (
            sequence & seq,
            int bpm )
```

Parameters

seq	Provides a reference to the sequence object, which provides the events and some of the MIDI timing parameters.
bpm	Provides the beats/minute value, which the caller figures out how to get and provides in this parameter.

13.7.2.3 editable_events() [3/3]

```
seq64::editable_events::editable_events (
            const editable_events & rhs )
```

Note that we need to reconstitute the event links here, as well.

Parameters

rhs	Provides the editable_events object to be copied.

13.7.2.4 ~editable_events()

```
virtual seq64::editable_events::~editable_events ( )  [inline], [virtual]
```

13.7.3 Member Function Documentation

13.7.3.1 operator=()

```
editable_events & seq64::editable_events::operator= (
            const editable_events & rhs )
```

Note that we need to reconstitute the event links here, as well.

Parameters

rhs	Provides the editable_events object to be assigned.

Returns

Returns a reference to "this" object, to support the serial assignment of editable_eventss.

13.7.3.2 timing()

```
const midi_timing& seq64::editable_events::timing ( ) const  [inline]
```

13.7.3.3 string_to_pulses()

```
midipulse seq64::editable_events::string_to_pulses (
            const std::string & ts_string ) const  [inline]
```

13.7.3.4 load_events()

```
bool seq64::editable_events::load_events ( )
```

Note that the new events will not have valid links (actually, no links). These links are used for associating Note Off events with their respective Note On events. To be consistent, we must take the time to reconstitute these links, using event_list::verify_and_link().

Returns

Returns true if the size of the final editable_event container matches the size of the original events container.

13.7.3.5 save_events()

```
bool seq64::editable_events::save_events ( )
```

Note that the old events are replaced only if the container of editable events is not empty. There are safer ways for the user to erase all the events.

Todo Consider what to do about the sequence::m_is_modified flag.

Returns

Returns true if the size of the final event container matches the size of the original editable_events container.

13.7.3.6 events()

```
Events& seq64::editable_events::events ( )  [inline]
```

13.7.3.7 begin() [1/2]

```
iterator seq64::editable_events::begin ( )  [inline]
```

13.7.3.8 begin() [2/2]

```
const_iterator seq64::editable_events::begin ( ) const  [inline]
```

13.7.3.9 end() [1/2]

```
iterator seq64::editable_events::end ( )  [inline]
```

13.7.3.10 end() [2/2]

```
const_iterator seq64::editable_events::end ( ) const  [inline]
```

13.7.3.11 dref() [1/2]

```
static editable_event& seq64::editable_events::dref (
            iterator ie )  [inline], [static]
```

Parameters

ie	Provides the iterator to the event to which to get a reference.

13.7.3.12 dref() [2/2]

```
static const editable_event& seq64::editable_events::dref (
            const_iterator ie )  [inline], [static]
```

Parameters

ie	Provides the iterator to the event to which to get a reference.

13.7.3.13 count()

```
int seq64::editable_events::count ( ) const  [inline]
```

We like returning an integer instead of size_t, and rename the function so nobody is fooled.

13.7.3.14 add() [1/2]

```
bool seq64::editable_events::add (
            const event & e )
```

Parameters

e	Provides the regular event to be added to the list of editable events.

Returns

Returns true if the insertion succeeded, as evidenced by an increment in container size.

13.7.3.15 add() [2/2]

```
bool seq64::editable_events::add (
            const editable_event & e )
```

For the std::multimap implementation, This is an option if we want to make sure the insertion succeed.

```
std::pair<Events::iterator, bool> result = m_events.insert(p);
return result.second;
```

Parameters

e	Provides the regular event to be added to the list of editable events.

Returns

Returns true if the insertion succeeded, as evidenced by an increment in container size.

Side-effect(s) Sets m_current_event, which can be used right-away in a single-threaded context to get an iterator to the event via the current_event() accessor.

13.7.3.16 replace()

```
bool seq64::editable_events::replace (
            iterator ie,
            const editable_event & e )  [inline]
```

13.7.3.17 remove()

```
void seq64::editable_events::remove (
            iterator ie )  [inline]
```

13.7.3.18 clear()

```
void seq64::editable_events::clear ( )  [inline]
```

13.7.3.19 current_event() [1/2]

```
iterator seq64::editable_events::current_event ( ) const  [inline]
```

13.7.3.20 current_event() [2/2]

```
void seq64::editable_events::current_event (
            iterator cei )  [inline], [private]
```

Parameters

cei	Provide an iterator to the event to set as the current event.

13.7.4 Friends And Related Function Documentation

13.7.4.1 eventslots

```
friend class eventslots  [friend]
```

13.7.5 Field Documentation

13.7.5.1 m_events

```
Events seq64::editable_events::m_events  [private]
```

13.7.5.2 m_current_event

```
iterator seq64::editable_events::m_current_event  [private]
```

(From this event we can get the current time and other parameters.) If the container were a plain map, we could instead use a key to access it. But we can at least use an iterator, rather than a bare pointer.

13.7.5.3 m_sequence

```
sequence& seq64::editable_events::m_sequence  [private]
```

Besides the events, this object also holds the beats/measure, beat-width, and the PPQN value. The beats/minute have to be obtained from the application's perform object, and passed to the editable_events constructor by the caller.

13.7.5.4 m_midi_parameters

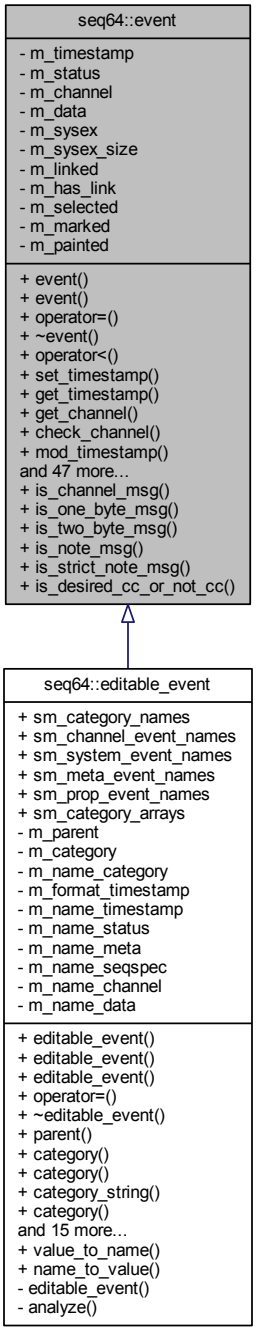
```
midi_timing seq64::editable_events::m_midi_parameters  [private]
```

It holds the beats/minute, beats/measure, beat-width, and PPQN values needed to properly convert MIDI pulse timestamps to time and measure values.

13.8 seq64::event Class Reference

Provides events for management of MIDI events.

Inheritance diagram for seq64::event:



Public Types

- typedef std::vector< midibyte > SysexContainer

  Provides a type definition for a vector of midibytes.

Public Member Functions

- event ()

  This constructor simply initializes all of the class members.
- event (const event &rhs)

  This copy constructor initializes most of the class members.
- event & operator= (const event &rhs)

  This principal assignment operator sets most of the class members.
- virtual ~event ()

  This destructor explicitly deletes m_sysex and sets it to null.
- bool operator< (const event &rhsevent) const

  If the current timestamp equal the event's timestamp, then this function returns true if the current rank is less than the event's rank.
- void set_timestamp (midipulse time)

  'Setter' function for member m_timestamp
- midipulse get_timestamp () const

  'Getter' function for member m_timestamp
- midibyte get_channel () const

  'Getter' function for member m_channel
- bool check_channel (int channel) const

  Checks the channel number to see if the event's channel matches it, or if the event has no channel.
- void mod_timestamp (midipulse modtick)

  Calculates the value of the current timestamp modulo the given parameter.
- void set_status (midibyte status)

  Sets the m_status member to the value of status.
- void set_status (midibyte eventcode, midibyte channel)

  This overload is useful when synthesizing events, such as converting a Note On event with a velocity of zero to a Note Off event.
- void set_status_keep_channel (midibyte eventcode)

  This function is used in recording to preserve the input channel information for deciding what to do with an incoming MIDI event.
- void set_channel (midibyte channel)

  Sets the channel "nybble", without modifying the status "nybble".
- midibyte get_status () const

  'Getter' function for member m_status
- bool non_cc_match (midibyte status)

  Returns true if the event's status is not a control-change, but does match the given status.
- bool cc_match (midibyte st, midibyte cc)

  Returns true if the event's status is a control-change that matches the given status, and has a control value matching the given control-change value.
- void set_data (midibyte d1)

  Clears the most-significant-bit of the d1 parameter, and sets it into the first byte of m_data.
- void set_data (midibyte d1, midibyte d2)

  Clears the most-significant-bit of both parameters, and sets them into the first and second bytes of m_data.
- void get_data (midibyte &d0, midibyte &d1) const

  Retrieves the two data bytes from m_data[] and copies each into its respective parameter.
- void increment_data1 ()

  Increments the first data byte (m_data[0]) and clears the most significant bit.
- void decrement_data1 ()

  Decrements the first data byte (m_data[0]) and clears the most significant bit.
- void increment_data2 ()

  Increments the second data byte (m_data[1]) and clears the most significant bit.

- void decrement_data2 ()

  Decrements the second data byte (m_data[1]) and clears the most significant bit.
- bool append_sysex (midibyte *data, int len)

  Appends SYSEX data to a new buffer.
- bool append_sysex (midibyte data)

  An overload for obtaining SYSEX data byte-by-byte.
- void restart_sysex ()

  Deletes and clears out the SYSEX buffer.
- SysexContainer & get_sysex ()

  'Getter' function for member m_sysex from stazed, non-const version for use by midibus.
- const SysexContainer & get_sysex () const

  'Getter' function for member m_sysex from stazed
- void set_sysex_size (int len)

  'Setter' function for member m_sysex and m_sysex_size from stazed
- int get_sysex_size () const

  'Getter' function for member m_sysex_size
- void link (event *ev)

  Sets m_has_link and sets m_link to the provided event pointer.
- event * get_linked () const

  'Getter' function for member m_linked
- bool is_linked () const

  'Getter' function for member m_has_link
- void clear_link ()

  'Setter' function for member m_has_link and m_linked
- void paint ()

  'Setter' function for member m_painted
- void unpaint ()

  'Setter' function for member m_painted
- bool is_painted () const

  'Getter' function for member m_painted
- void mark ()

  'Setter' function for member m_marked
- void unmark ()

  'Setter' function for member m_marked
- bool is_marked () const

  'Getter' function for member m_marked
- void select ()

  'Setter' function for member m_selected
- void unselect ()

  'Setter' function for member m_selected
- bool is_selected () const

  'Getter' function for member m_selected
- void make_clock ()

  Sets m_status to EVENT_MIDI_CLOCK;.
- midibyte data (int index) const

  'Getter' function for member m_data[]
- midibyte get_note () const

  Assuming m_data[] holds a note, get the note number, which is in the first data byte, m_data[0].
- void set_note (midibyte note)

  Sets the note number, clearing off the most-significant-bit and assigning it to the first data byte, m_data[0].
- void transpose_note (int tn)

Transpose the note, if possible.

- midibyte get_note_velocity () const

  'Getter' function for member m_data[1], the note velocity.

- void set_note_velocity (int vel)

  Sets the note velocity, which is held in the second data byte, and clearing off the most-significant-bit, storing it in m_data[1].

- bool is_note_on () const

  Check for the Note On value in m_status.

- bool is_note_off () const

  Check for the Note Off value in m_status.

- bool is_note () const

  Returns true if m_status is a Note On, Note Off, or Aftertouch message.

- bool is_note_off_recorded () const

  Some keyboards send Note On with velocity 0 for Note Off, so we provide this function to test that during recording.

- void print () const

  Prints out the timestamp, data size, the current status byte, any SYSEX data if present, or the two data bytes for the status byte.

- int get_rank () const

  This function is used in sorting MIDI status events (e.g.

Static Public Member Functions

- static bool is_channel_msg (midibyte m)

  Static test for the channel message/statuse values: Note On, Note Off, Aftertouch, Control Change, Program Change, Channel Pressure, and Pitch Wheel.

- static bool is_one_byte_msg (midibyte m)

  Static test for channel messages that have only one data byte: Program Change and Channel Pressure.

- static bool is_two_byte_msg (midibyte m)

  Static test for channel messages that have two data bytes: Note On, Note Off, Control Change, Aftertouch, and Pitch Wheel.

- static bool is_note_msg (midibyte m)

  Static test for messages that involve notes and velocity: Note On, Note Off, and Aftertouch.

- static bool is_strict_note_msg (midibyte m)

  Static test for messages that involve notes only: Note On and Note Off.

- static bool is_desired_cc_or_not_cc (midibyte m, midibyte cc, midibyte datum)

  Static test for channel messages that are either not control-change messages, or are and match the given controller value.

Private Attributes

- midipulse m_timestamp

  Provides the MIDI timestamp in ticks, otherwise known as the "pulses" in "pulses per quarter note" (PPQN).

- midibyte m_status

  This is the status byte without the channel.

- midibyte m_channel

  In order to be able to handle MIDI channel-splitting of an SMF 0 file, we need to store the channel, even if we override it when playing the MIDI data.

- midibyte m_data [SEQ64_MIDI_DATA_BYTE_COUNT]

  The two bytes of data for the MIDI event.

- SysexContainer m_sysex

The data buffer for SYSEX messages.

- int m_sysex_size

  Gives the size of the SYSEX message.

- event * m_linked

  This event is used to link Note Ons and Offs together.

- bool m_has_link

  Indicates that a link has been made.

- bool m_selected

  Answers the question "is this event selected in editing.".

- bool m_marked

  Answers the question "is this event marked in processing.".

- bool m_painted

  Answers the question "is this event being painted.".

13.8.1 Detailed Description

A MIDI event consists of 3 bytes:

```
-#  Status byte, 1sssnnn, where the sss bits specify the type of
    message, and the nnnn bits denote the channel number.
    The status byte always starts with 0.
-#  The first data byte, 0xxxxxxx, where the data byte always
    start with 0, and the xxxxxxx values range from 0 to 127.
-#  The second data byte, 0xxxxxxx.
```

This class may have too many member functions.

13.8.2 Member Typedef Documentation

13.8.2.1 SysexContainer

```
typedef std::vector<midibyte> seq64::event::SysexContainer
```

13.8.3 Constructor & Destructor Documentation

13.8.3.1 event() [1/2]

```
seq64::event::event ( )
```

13.8.3.2 event() [2/2]

```
seq64::event::event (
            const event & rhs )
```

This function is currently geared only toward support of the SMF 0 channel-splitting feature. Many of the members are not set to useful values when the MIDI file is read, so we don't handle them for now.

Note that now events are also copied when creating the editable_events container, so this function is even more important. The event links, for linking Note Off events to their respective Note On events, are dropped. Generally, they will need to be reconstituted by calling the event_list::verify_and_link() function.

Warning

This function does not yet copy the SysEx data. The inclusion of SysEx events was not complete in Seq24, and it is still not complete in Sequencer64. Nor does it currently bother with the links, as noted above.

Parameters

rhs	Provides the event object to be copied.

13.8.3.3 ~event()

```
seq64::event::~event ( )  [virtual]
```

The restart_sysex() function does what we need. But now that m_sysex is a vector, no action is needed.

13.8.4 Member Function Documentation

13.8.4.1 operator=()

```
event & seq64::event::operator= (
            const event & rhs )
```

This function is currently geared only toward support of the SMF 0 channel-splitting feature. Many of the member are not set to useful value when the MIDI file is read, so we don't handle them for now.

Warning

This function now copies the SysEx data, but the inclusion of SysEx events was not complete in Seq24, and it is still not complete in Sequencer64. Nor does it currently bother with the link the event might have.

Parameters

rhs	Provides the event object to be assigned.

Returns

Returns a reference to "this" object, to support the serial assignment of events.

13.8.4.2 operator<()

```
bool seq64::event::operator< (
            const event & rhs ) const
```

Otherwise, it returns true if the current timestamp is less than the event's timestamp.

Warning

The less-than operator is supposed to support a "strict weak ordering", and is supposed to leave equivalent values in the same order they were before the sort. However, every time we load and save our sample MIDI file, events get reversed. Here are program-changes that get reversed:

```
Save N:     0070: 6E 00 C4 48 00 C4 0C 00  C4 57 00 C4 19 00 C4 26
Save N+1:   0070: 6E 00 C4 26 00 C4 19 00  C4 57 00 C4 0C 00 C4 48
```

```
    The 0070 is the offset within the versions of the
    b4uacuse-seq24.midi file.

    Because of this mis-feature, and the very slow speed of loading a MIDI
    file when Sequencer64 is built for debugging, we are exploring using
    an std::mulitmap instead of an std::list.  Search for occurrences of
    the SEQ64_USE_EVENT_MAP macro. (This actually works better than a
    list, for loading MIDI event, we have found, but may cause the upper
    limit of the number of playing sequences to drop a little, due to the
    overhead of incrementing multimap iterators versus list iterators).
```

Parameters

rhs	The object to be compared against.

Returns

Returns true if the time-stamp and "rank" are less than those of the comparison object.

13.8.4.3 set_timestamp()

```
void seq64::event::set_timestamp (
            midipulse time )  [inline]
```

Parameters

time	Provides the time value, in ticks, to set as the timestamp.

13.8.4.4 get_timestamp()

```
midipulse seq64::event::get_timestamp ( ) const  [inline]
```

13.8.4.5 get_channel()

```
midibyte seq64::event::get_channel ( ) const  [inline]
```

13.8.4.6 check_channel()

```
bool seq64::event::check_channel (
            int channel ) const  [inline]
```

Used in the SMF 0 track-splitting code.

Parameters

channel	The channel to check.

Returns

Returns true if the given channel matches the event's channel.

13.8.4.7 is_channel_msg()

```
static bool seq64::event::is_channel_msg (
            midibyte m )  [inline], [static]
```

This function requires that the channel data have already been masked off.

Parameters

m	The channel status or message byte to be tested, with the channel bits masked off.

We could add an optional boolean to cause the channel nybble to be explicitly cleared.

Returns

Returns true if the byte represents a MIDI channel message.

13.8.4.8 is_one_byte_msg()

```
static bool seq64::event::is_one_byte_msg (
            midibyte m )  [inline], [static]
```

The rest of the channel messages have two data bytes. This function requires that the channel data have already been masked off.

Parameters

m	The channel status or message byte to be tested, with the channel bits masked off.

We could add an optional boolean to cause the channel nybble to be explicitly cleared.

Returns

Returns true if the byte represents a MIDI channel message that has only one data byte. However, if this function returns false, it might not be a channel message at all, so be careful.

13.8.4.9 is_two_byte_msg()

```
static bool seq64::event::is_two_byte_msg (
            midibyte m )  [inline], [static]
```

This function requires that the channel data have already been masked off.

Parameters

m	The channel status or message byte to be tested, with the channel bits masked off.

We could add an optional boolean to cause the channel nybble to be explicitly cleared.

Returns

Returns true if the byte represents a MIDI channel message that has two data bytes. However, if this function returns false, it might not be a channel message at all, so be careful.

13.8.4.10 is_note_msg()

```
static bool seq64::event::is_note_msg (
            midibyte m )  [inline], [static]
```

This function requires that the channel nybble has already been masked off.

Parameters

m	The channel status or message byte to be tested, with the channel bits masked off.

We could add an optional boolean to cause the channel nybble to be explicitly cleared.

Returns

Returns true if the byte represents a MIDI note message.

13.8.4.11 is_strict_note_msg()

```
static bool seq64::event::is_strict_note_msg (
            midibyte m )  [inline], [static]
```

Parameters

m	The channel status or message byte to be tested, with the channel bits masked off.

Returns

Returns true if the byte represents a MIDI note on/off message.

13.8.4.12 is_desired_cc_or_not_cc()

```
static bool seq64::event::is_desired_cc_or_not_cc (
            midibyte m,
            midibyte cc,
            midibyte datum )  [inline], [static]
```

Note

The old logic was the first line, but can be simplified to the second line; the third line shows the abstract representation. Also made sure of this using a couple truth tables.

```
(m != EVENT_CONTROL_CHANGE) || (m == EVENT_CONTROL_CHANGE && d == cc)
(m != EVENT_CONTROL_CHANGE) || (d == cc)
a || (! a && b)  =>  a || b
```

```
\param m
     The channel status or message byte to be tested, with the channel
     bits masked off.

\param cc
     The desired cc value, which the datum must match, if the message is
     a control-change message.

\param datum
     The current datum, to be compared to cc, if the message is a
     control-change message.

\return
     Returns true if the message is not a control-change, or if it is
     and the cc and datum parameters match.
```

13.8.4.13 mod_timestamp()

```
void seq64::event::mod_timestamp (
            midipulse modtick )  [inline]
```

Parameters

modtick	The tick value to mod the timestamp against.

Returns

Returns a value ranging from 0 to _mod-1.

13.8.4.14 set_status() [1/2]

```
void seq64::event::set_status (
            midibyte status )
```

If a_status is a channel event, then the channel portion of the status is cleared using a bitwise AND against EVE↩ NT_CLEAR_CHAN_MASK.

Found in yet another fork of seq24:

```
// ORL fait de la merde
```

He also provided a very similar routine: set_status_midibus().

Stazed:

```
The record parameter, if true, does not clear channel portion
on record for channel specific recording. The channel portion is
cleared in sequence::stream_event() by calling set_status() (a_record
= false) after the matching channel is determined.  Otherwise, we use
a bitwise AND to clear the channel portion of the status.  All events
will be stored without the channel nybble.  This is necessary since
the channel is appended by midibus::play() based on the track.

Instead of adding a "record" parameter to set_status(), we provide a
more specific function, set_status_keep_channel(), for use in the
mastermidibus class.
```

Parameters

status	The status byte, perhaps read from a MIDI file or edited in the sequencer's event editor. Sometime, this byte will have the channel nybble masked off. If that is the case, the eventcode/channel overload of this function is more appropriate.

13.8.4.15 set_status() [2/2]

```
void seq64::event::set_status (
            midibyte eventcode,
            midibyte channel )
```

Parameters

eventcode	The status byte, perhaps read from a MIDI file. This byte is assumed to have already had its low nybble cleared by masking against EVENT_CLEAR_CHAN_MASK.
channel	The channel byte. Combined with the event-code, this makes a valid MIDI "status" byte. This byte is assume to have already had its high nybble cleared by masking against EVENT_GET_CHAN_MASK.

13.8.4.16 set_status_keep_channel()

```
void seq64::event::set_status_keep_channel (
            midibyte eventcode )  [inline]
```

It replaces stazed's set_status() with the optional "record" parameter.

Parameters

eventcode	The status byte, generally read from the MIDI buss.

13.8.4.17 set_channel()

```
void seq64::event::set_channel (
            midibyte channel )  [inline]
```

It actually just sets the m_channel member. Note that the sequence channel generally overrides this value in the usage of the event.

Parameters

channel	The channel byte to be set.

13.8.4.18 get_status()

```
midibyte seq64::event::get_status ( ) const  [inline]
```

13.8.4.19 non_cc_match()

```
bool seq64::event::non_cc_match (
            midibyte status )  [inline]
```

Parameters

status	The status to be checked.

13.8.4.20 cc_match()

```
bool seq64::event::cc_match (
            midibyte st,
            midibyte cc )  [inline]
```

Parameters

st	The status to be checked.
cc	The control-change value to be checked against the events current "d0" value.

13.8.4.21 set_data() [1/2]

```
void seq64::event::set_data (
            midibyte d1 )  [inline]
```

The second byte of data is zeroed. The data bytes are in a two =-byte array member, m_data.

Parameters

d1	The byte value to set as the first data byte.

13.8.4.22 set_data() [2/2]

```
void seq64::event::set_data (
            midibyte d1,
            midibyte d2 )  [inline]
```

Parameters

d1	The first byte value to set.
d2	The second byte value to set.

13.8.4.23 get_data()

```
void seq64::event::get_data (
            midibyte & d0,
            midibyte & d1 ) const  [inline]
```

Parameters

d0	[out] The return reference for the first byte.
d1	[out] The return reference for the first byte.

13.8.4.24 increment_data1()

```
void seq64::event::increment_data1 ( )  [inline]
```

13.8.4.25 decrement_data1()

```
void seq64::event::decrement_data1 ( )  [inline]
```

13.8.4.26 increment_data2()

```
void seq64::event::increment_data2 ( )  [inline]
```

13.8.4.27 decrement_data2()

```
void seq64::event::decrement_data2 ( )  [inline]
```

13.8.4.28 append_sysex() [1/2]

```
bool seq64::event::append_sysex (
            midibyte * data,
            int dsize )
```

We now use a vector instead of an array, so there is no need for reallocation and copying of the current SYSEX data. The data represented by data and dsize is appended to that data buffer.

Parameters

data	Provides the additional SYSEX data. If not provided, nothing is done, and false is returned.
dsize	Provides the size of the additional SYSEX data. If not provided, nothing is done.

Returns

Returns false if there was an EVENT_MIDI_SYSEX_END byte in the appended data, or if an error occurred, and the caller needs to stop trying to process the data. We're not quite sure what to do with any extra data remains.

13.8.4.29 append_sysex() [2/2]

```
bool seq64::event::append_sysex (
            midibyte data )
```

Parameters

data	A single MIDI byte of data, assumed to be part of a SYSEX message event.

13.8.4.30 restart_sysex()

```
void seq64::event::restart_sysex ( )
```

(The m_sysex member used to be a pointer.)

13.8.4.31 get_sysex() [1/2]

```
SysexContainer& seq64::event::get_sysex ( )  [inline]
```

13.8.4.32 get_sysex() [2/2]

```
const SysexContainer& seq64::event::get_sysex ( ) const  [inline]
```

13.8.4.33 set_sysex_size()

```
void seq64::event::set_sysex_size (
            int len )  [inline]
```

13.8.4.34 get_sysex_size()

```
int seq64::event::get_sysex_size ( ) const  [inline]
```

13.8.4.35 link()

```
void seq64::event::link (
            event * ev )  [inline]
```

Parameters

ev	Provides a pointer to the event value to set. If null, then m_has_link is set to false, to guarantee that is_linked() is correct.

13.8.4.36 get_linked()

```
event* seq64::event::get_linked ( ) const  [inline]
```

13.8.4.37 is_linked()

```
bool seq64::event::is_linked ( ) const  [inline]
```

13.8.4.38 clear_link()

```
void seq64::event::clear_link ( )  [inline]
```

13.8.4.39 paint()

```
void seq64::event::paint ( )  [inline]
```

13.8.4.40 unpaint()

```
void seq64::event::unpaint ( )  [inline]
```

13.8.4.41 is_painted()

```
bool seq64::event::is_painted ( ) const  [inline]
```

13.8.4.42 mark()

```
void seq64::event::mark ( )  [inline]
```

13.8.4.43 unmark()

```
void seq64::event::unmark ( )  [inline]
```

13.8.4.44 is_marked()

```
bool seq64::event::is_marked ( ) const  [inline]
```

13.8.4.45 select()

```
void seq64::event::select ( )  [inline]
```

13.8.4.46 unselect()

```
void seq64::event::unselect ( )  [inline]
```

13.8.4.47 is_selected()

```
bool seq64::event::is_selected ( ) const  [inline]
```

13.8.4.48 make_clock()

```
void seq64::event::make_clock ( )  [inline]
```

13.8.4.49 data()

```
midibyte seq64::event::data (
            int index ) const  [inline]
```

13.8.4.50 get_note()

```
midibyte seq64::event::get_note ( ) const  [inline]
```

13.8.4.51 set_note()

```
void seq64::event::set_note (
            midibyte note )  [inline]
```

Parameters

note	Provides the note value to set.

13.8.4.52 transpose_note()

```
void seq64::event::transpose_note (
            int tn )
```

Parameters

tn	The amount (positive or negative) to transpose a note. If the result is out of range, the transposition is not performed.

13.8.4.53 get_note_velocity()

```
midibyte seq64::event::get_note_velocity ( ) const  [inline]
```

13.8.4.54 set_note_velocity()

```
void seq64::event::set_note_velocity (
            int vel )  [inline]
```

Parameters

vel	Provides the velocity value to set.

13.8.4.55 is_note_on()

```
bool seq64::event::is_note_on ( ) const  [inline]
```

Currently assumes that the channel nybble has already been stripped.

Returns

Returns true if m_status is EVENT_NOTE_ON.

13.8.4.56 is_note_off()

```
bool seq64::event::is_note_off ( ) const  [inline]
```

Currently assumes that the channel nybble has already been stripped.

Returns

Returns true if m_status is EVENT_NOTE_OFF.

13.8.4.57 is_note()

```
bool seq64::event::is_note ( ) const  [inline]
```

All of these are notes, associated with a MIDI key value. Uses the static function is_note_msg().

Returns

The return value of is_note_msg() is returned.

13.8.4.58 is_note_off_recorded()

```
bool seq64::event::is_note_off_recorded ( ) const  [inline]
```

The channel nybble is masked off before the test.

Returns

Returns true if the event is a Note On event with velocity of 0.

13.8.4.59 print()

```
void seq64::event::print ( ) const
```

13.8.4.60 get_rank()

```
int seq64::event::get_rank ( ) const
```

The ranking, from high to low, is note off, note on, aftertouch, channel pressure, and pitch wheel, control change, and program changes.

note on/off, aftertouch, control change, etc.) The sort order is not determined by the actual status values.

The lower the ranking the more upfront an item comes in the sort order.

Returns

Returns the rank of the current m_status byte.

13.8.5 Field Documentation

13.8.5.1 m_timestamp

```
midipulse seq64::event::m_timestamp  [private]
```

13.8.5.2 m_status

```
midibyte seq64::event::m_status  [private]
```

The channel is included when recording MIDI, but, once a sequence with a matching channel is found, the channel nybble is cleared for storage. The channel will be added back on the MIDI bus upon playback. The high nibble = type of event; The low nibble = channel. Bit 7 is present in all status bytes.

13.8.5.3 m_channel

```
midibyte seq64::event::m_channel  [private]
```

This member adds another 4 bytes to the event object, most likely.

13.8.5.4 m_data

```
midibyte seq64::event::m_data[SEQ64_MIDI_DATA_BYTE_COUNT]  [private]
```

Remember that the most-significant bit of a data byte is always 0. A one-byte message uses only the 0th index.

13.8.5.5 m_sysex

```
SysexContainer seq64::event::m_sysex  [private]
```

Adapted from Stazed's Seq32 project on GitHub.

13.8.5.6 m_sysex_size

```
int seq64::event::m_sysex_size  [private]
```

Perhaps redundant.

13.8.5.7 m_linked

```
event* seq64::event::m_linked  [private]
```

13.8.5.8 m_has_link

```
bool seq64::event::m_has_link  [private]
```

This item is used [via the get_link() and link() accessors] in the sequence class.

13.8.5.9 m_selected

```
bool seq64::event::m_selected  [private]
```

13.8.5.10 m_marked

```
bool seq64::event::m_marked  [private]
```

13.8.5.11 m_painted

```
bool seq64::event::m_painted  [private]
```

13.9 seq64::event_list::event_key Class Reference

Provides a key value for an event map.

Public Member Functions

- event_key (midipulse tstamp, int rank)

  Principal event_key constructor.
- event_key (const event &e)

  Event-based constructor.
- bool operator< (const event_key &rhs) const

  Provides the minimal operator needed to sort events using an event_key.

Private Attributes

- midipulse m_timestamp

  The primary key-value for the key.
- int m_rank

  The sub-key-value for the key.

13.9.1 Detailed Description

Its types match the m_timestamp and get_rank() function of this event class.

13.9.2 Constructor & Destructor Documentation

13.9.2.1 event_key() [1/2]

```
seq64::event_list::event_key::event_key (
            midipulse tstamp,
            int rank )
```

Parameters

tstamp	The time-stamp is the primary part of the key. It is the most important key item.
rank	Rank is an arbitrary number used to prioritize events that have the same time-stamp. See the event::get_rank() function for more information.

13.9.2.2 event_key() [2/2]

```
seq64::event_list::event_key::event_key (
            const event & rhs )
```

This constructor makes it even easier to create an event_key. Note that the call to event::get_rank() makes a simple calculation based on the status of the event.

Parameters

rhs	Provides the event key to be copied.

13.9.3 Member Function Documentation

13.9.3.1 operator<()

```
bool seq64::event_list::event_key::operator< (
            const event_key & rhs ) const
```

Parameters

rhs	Provides the event key to be compared against.

Returns

Returns true if the rank and timestamp of the current object are less than those of rhs.

13.9.4 Field Documentation

13.9.4.1 m_timestamp

```
midipulse seq64::event_list::event_key::m_timestamp  [private]
```

13.9.4.2 m_rank

```
int seq64::event_list::event_key::m_rank  [private]
```

13.10 seq64::event_list Class Reference

The event_list class is a receptable for MIDI events.

Data Structures

- class event_key

  Provides a key value for an event map.

Public Member Functions

- event_list ()

  Principal constructor.
- event_list (const event_list &a_rhs)

  Copy constructor.
- event_list & operator= (const event_list &a_rhs)

  Principal assignment operator.
- ~event_list ()

  A rote destructor.
- iterator begin ()

'Getter' function for member m_events.begin(), non-constant version.

- const_iterator begin () const

  'Getter' function for member m_events.begin(), constant version.

- iterator end ()

  'Getter' function for member m_events.end(), non-constant version.

- const_iterator end () const

  'Getter' function for member m_events.end(), constant version.

- int count () const

  Returns the number of events stored in m_events.

- bool empty () const

  Returns true if there are no events.

- bool add (const event &e)

  Adds an event to the internal event list in an optionally sorted manner.

- bool append (const event &e)

  Adds an event to the internal event list without sorting.

- void push_back (const event &)

  The multimap version of this function does nothing.

- bool is_modified () const

  'Getter' function for member m_is_modified

- void unmodify ()

  'Setter' function for member m_is_modified This function may be needed by some of the sequence editors.

- void remove (iterator ie)

  Provides a wrapper for the iterator form of erase(), which is the only one that sequence uses.

- void clear ()

  Provides a wrapper for clear().

- void merge (event_list &el, bool presort=true)

  Provides a merge operation for the event multimap analogous to the merge operation for the event list.

- void sort ()

  TEMPORARILY HERE for gdb.

Static Public Member Functions

- static event & dref (iterator ie)

  Dereference access for list or map.

- static const event & dref (const_iterator ie)

  Dereference const access for list or map.

Private Types

- typedef std::multimap< event_key, event > Events

  Types to use to swap between list and multimap implementations.

- typedef std::pair< event_key, event > EventsPair
- typedef std::multimap< event_key, event >::iterator iterator
- typedef std::multimap< event_key, event >::const_iterator const_iterator

Private Member Functions

- void link_new ()

  Links a new event.
- void clear_links ()

  Clears all event links and unmarks them all.
- void verify_and_link (midipulse slength)

  This function verifies state: all note-ons have an off, and it links note-offs with their note-ons.
- bool mark_selected ()

  Marks all selected events.
- void mark_out_of_range (midipulse slength)

  Marks all events that have a time-stamp that is out of range.
- void mark_all ()

  Marks all events.
- void unmark_all ()

  Unmarks all events.
- bool remove_marked ()

  Removes marked events.
- void unpaint_all ()

  Unpaints all list-events.
- int count_selected_notes () const

  Counts the selected note-on events in the event list.
- bool any_selected_notes () const

  Indicates that at least one note is selected.
- int count_selected_events (midibyte status, midibyte cc) const

  Counts the selected events, with the given status, in the event list.
- void select_all ()

  Selects all events, unconditionally.
- void unselect_all ()

  Deselects all events, unconditionally.
- void print () const

  Prints a list of the currently-held events.
- const Events & events () const

  'Getter' function for member m_events

Private Attributes

- Events m_events

  This list holds the current pattern/sequence events.
- bool m_is_modified

  A new flag to indicate if an event was added or removed.

Friends

- class editable_events
- class midifile
- class midi_container
- class midi_splitter
- class sequence

13.10.1 Detailed Description

Two implementations, an std::multimap, and the original, an std::list, are provided for comparison, and are selected at build time, by manually defining the SEQ64_USE_EVENT_MAP macro near the top of this module.

13.10.2 Member Typedef Documentation

13.10.2.1 Events

```
typedef std::multimap<event_key, event> seq64::event_list::Events  [private]
```

13.10.2.2 EventsPair

```
typedef std::pair<event_key, event> seq64::event_list::EventsPair  [private]
```

13.10.2.3 iterator

```
typedef std::multimap<event_key, event>::iterator seq64::event_list::iterator  [private]
```

13.10.2.4 const_iterator

```
typedef std::multimap<event_key, event>::const_iterator seq64::event_list::const_iterator
[private]
```

13.10.3 Constructor & Destructor Documentation

13.10.3.1 event_list() [1/2]

```
seq64::event_list::event_list ( )
```

13.10.3.2 event_list() [2/2]

```
seq64::event_list::event_list (
            const event_list & rhs )
```

Parameters

rhs	Provides the event list to be copied.

13.10.3.3 ~event_list()

```
seq64::event_list::~event_list ( )
```

13.10.4 Member Function Documentation

13.10.4.1 operator=()

```
event_list & seq64::event_list::operator= (
            const event_list & rhs )
```

Follows the stock rules for such an operator, just assigning member values.

Parameters

rhs	Provides the event list to be assigned.

13.10.4.2 begin() [1/2]

```
iterator seq64::event_list::begin ( )  [inline]
```

13.10.4.3 begin() [2/2]

```
const_iterator seq64::event_list::begin ( ) const  [inline]
```

13.10.4.4 end() [1/2]

```
iterator seq64::event_list::end ( )  [inline]
```

13.10.4.5 end() [2/2]

```
const_iterator seq64::event_list::end ( ) const  [inline]
```

13.10.4.6 count()

```
int seq64::event_list::count ( ) const  [inline]
```

We like returning an integer instead of size_t, and rename the function so nobody is fooled.

13.10.4.7 empty()

```
bool seq64::event_list::empty ( ) const  [inline]
```

return m_events.size() == 0;

13.10.4.8 add()

```
bool seq64::event_list::add (
            const event & e )  [inline]
```

Parameters

e	Provides the event to be added to the list.

Returns

Returns true. We assume the insertion succeeded, and no longer care about an increment in container size. It's a multimap, so it always inserts, and if we don't have memory left, all bets are off anyway.

13.10.4.9 append()

```
bool seq64::event_list::append (
            const event & e )
```

It is a wrapper, wrapper for insert() or push_front(), with an option to call sort().

The add() function without sorting, useful to speed up the initial container loading into the event-list.

For the std::multimap implementation, This is an option if we want to make sure the insertion succeed.

If the std::list implementation has been built in, then the event list is sorted after the addition. This is a time-consuming operation.

Warning

This pushing (and, in writing the MIDI file, the popping), causes events with identical timestamps to be written in reverse order. Doesn't affect functionality, but it's puzzling until one understands what is happening. That's why we're now preferring to use a multimap as the container.

Parameters

e	Provides the event to be added to the list.

Returns

Returns true. We assume the insertion succeeded, and no longer care about an increment in container size. It's a multimap, so it always inserts, and if we don't have memory left, all bets are off anyway.

13.10.4.10 push_back()

```
void seq64::event_list::push_back (
            const event &  )  [inline]
```

13.10.4.11 is_modified()

```
bool seq64::event_list::is_modified ( ) const  [inline]
```

13.10.4.12 unmodify()

```
void seq64::event_list::unmodify ( )  [inline]
```

But use it with great caution.

13.10.4.13 remove()

```
void seq64::event_list::remove (
            iterator ie )  [inline]
```

Currently, no check on removal is performed. Sets the modified-flag.

Parameters

ie	Provides the iterator to the event to be removed.

13.10.4.14 clear()

```
void seq64::event_list::clear ( )  [inline]
```

Sets the modified-flag.

13.10.4.15 merge()

```
void seq64::event_list::merge (
            event_list & el,
            bool presort = true )
```

We have certain constraints to preserve, as the following discussion shows.

For std::list, sequence merges list T into list A by first calling T.sort(), and then A.merge(T). The merge() operation merges T into A by transferring all of its elements, at their respective ordered positions, into A. Both containers must already be ordered.

The merge effectively removes all the elements in T (which becomes empty), and inserts them into their ordered position within container (which expands in size by the number of elements transferred). The operation is performed without constructing nor destroying any element, whether T is an lvalue or an rvalue, or whether the value-type supports move-construction or not.

Each element of T is inserted at the position that corresponds to its value according to the strict weak ordering defined by operator $<$. The resulting order of equivalent elements is stable (i.e. equivalent elements preserve the relative order they had before the call, and existing elements precede those equivalent inserted from x). The function does nothing if (&x == this).

For std::multimap, sorting is automatic. However, unless move-construction is supported, merging will be less efficient than for the list version. Also, we need a way to include duplicates of each event, so we need to use a multimap. Once all this setup, merging is really just insertion. And, since sorting isn't needed, the multimap actually turns out to be faster.

Parameters

el	Provides the event list to be merged into the current event list.
presort	If true, the events are presorted. This is a requirement for merging an std::list, but is a no-op for the std::multimap implementation.

13.10.4.16 sort()

```
void seq64::event_list::sort ( )
```

13.10.4.17 dref() [1/2]

```
static event& seq64::event_list::dref (
            iterator ie )  [inline], [static]
```

Parameters

ie	Provides the iterator to the event to which to get a reference.

13.10.4.18 dref() [2/2]

```
static const event& seq64::event_list::dref (
            const_iterator ie )  [inline], [static]
```

Parameters

ie	Provides the iterator to the event to which to get a reference.

13.10.4.19 link_new()

```
void seq64::event_list::link_new ( )  [private]
```

This function checks for a note on, then look for its note off. This function is provided in the event_list because it does not depend on any external data. Also note that any desired thread-safety must be provided by the caller.

13.10.4.20 clear_links()

```
void seq64::event_list::clear_links ( )  [private]
```

13.10.4.21 verify_and_link()

```
void seq64::event_list::verify_and_link (
            midipulse slength )  [private]
```

Stazed (seq32):

```
This function now deletes any notes that are >= m_length, so any
resize or move of notes must modify for wrapping if Note Off is >=
m_length.
```

Not threadsafe As in most case, the caller will use an automutex to call this function safely.

Parameters

slength	Provides the length beyond which events will be pruned.

13.10.4.22 mark_selected()

```
bool seq64::event_list::mark_selected ( )  [private]
```

Returns

Returns true if there was even one event selected and marked.

13.10.4.23 mark_out_of_range()

```
void seq64::event_list::mark_out_of_range (
            midipulse slength )  [private]
```

Used for killing (pruning) those events not in range. If the current time-stamp is greater than the length, then the event is marked for pruning.

Note

This code was comparing the timestamp as greater than or equal to the sequence length. However, being equal is fine. This may explain why the midifile code would add one tick to the length of the last note when processing the end-of-track.

Parameters

slength	Provides the length beyond which events will be pruned.

13.10.4.24 mark_all()

```
void seq64::event_list::mark_all ( )  [private]
```

Not yet used, but might come in handy with the event editor dialog.

13.10.4.25 unmark_all()

```
void seq64::event_list::unmark_all ( )  [private]
```

13.10.4.26 remove_marked()

```
bool seq64::event_list::remove_marked ( )  [private]
```

Note how this function handles removing a value to avoid incrementing a now-invalid iterator.

Threadsafe

Returns

Returns true if at least one event was removed.

13.10.4.27 unpaint_all()

```
void seq64::event_list::unpaint_all ( )  [private]
```

13.10.4.28 count_selected_notes()

```
int seq64::event_list::count_selected_notes ( ) const  [private]
```

13.10.4.29 any_selected_notes()

```
bool seq64::event_list::any_selected_notes ( ) const  [private]
```

Acts like event_list::count_selected_notes(), but stops after finding a selected note. We could add a flag to count↩ _selected_notes() to break, I suppose.

Returns

Returns true if at least one note is selected.

13.10.4.30 count_selected_events()

```
int seq64::event_list::count_selected_events (
            midibyte status,
            midibyte cc ) const  [private]
```

If the event is a control change (CC), then it must also match the given CC value.

Parameters

status	The desired status value to count.
cc	The desired control-change to count. Used only if the status parameter indicates a control-change event.

Returns

Returns the number of selected events.

13.10.4.31 select_all()

```
void seq64::event_list::select_all ( )  [private]
```

13.10.4.32 unselect_all()

```
void seq64::event_list::unselect_all ( )  [private]
```

13.10.4.33 print()

```
void seq64::event_list::print ( ) const  [private]
```

13.10.4.34 events()

```
const Events& seq64::event_list::events ( ) const  [inline], [private]
```

13.10.5 Friends And Related Function Documentation

13.10.5.1 editable_events

```
friend class editable_events  [friend]
```

13.10.5.2 midifile

```
friend class midifile  [friend]
```

13.10.5.3 midi_container

```
friend class midi_container  [friend]
```

13.10.5.4 midi_splitter

```
friend class midi_splitter  [friend]
```

13.10.5.5 sequence

```
friend class sequence  [friend]
```

13.10.6 Field Documentation

13.10.6.1 m_events

```
Events seq64::event_list::m_events  [private]
```

13.10.6.2 m_is_modified

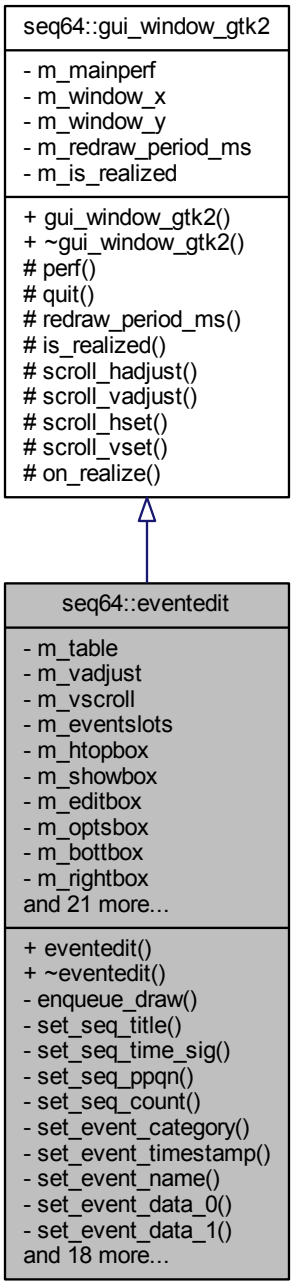
```
bool seq64::event_list::m_is_modified  [private]
```

We may need to give client code a way to reload the sequence. This is currently an issue when a seqroll and an eventedit/eventslots are active for the same sequence.

13.11 seq64::eventedit Class Reference

This class supports an Event Editor that is used to tweak the details of events and get a better idea of the mix of events in a sequence.

Inheritance diagram for seq64::eventedit:



Public Member Functions

- eventedit (perform &p, sequence &seq)

  Principal constructor, has a reference to a perform object.

- virtual ~eventedit ()

  This rote constructor does nothing.

Private Member Functions

- void enqueue_draw ()

  Helper wrapper for calling eventslots::queue_draw().
- void set_seq_title (const std::string &title)

  Sets m_label_seq_name to the title.
- void set_seq_time_sig (const std::string &sig)

  Sets m_label_time_sig to the time-signature string.
- void set_seq_ppqn (const std::string &p)

  Sets m_label_ppqn to the parts-per-quarter-note string.
- void set_seq_count ()

  Sets m_label_ev_count to the number-of-events string.
- void set_event_category (const std::string &c)

  Sets m_label_category to the category string.
- void set_event_timestamp (const std::string &ts)

  Sets m_entry_ev_timestamp to the time-stamp string.
- void set_event_name (const std::string &n)

  Sets m_entry_ev_name to the name-of-event string.
- void set_event_data_0 (const std::string &d)

  Sets m_entry_ev_data_0 to the first data byte string.
- void set_event_data_1 (const std::string &d)

  Sets m_entry_data_1 to the second data byte string.
- void perf_modify ()

  Provides a way to mark the perform object as modified, when the modified sequence is saved.
- void set_dirty (bool flag=true)

  Sets the "modified" status of the user-interface.
- void v_adjustment (int value)

  Sets the parameters for the vertical scroll-bar, using only the value parameter.
- void v_adjustment (int value, int lower, int upper)

  Sets the parameters for the vertical scroll-bar that is associated with the eventslots event-list user-interface.
- void change_focus (bool set_it=true)

  Changes what perform and mainwid see as the "current sequence".
- void close_out ()

  Handles closing the sequence editor, common code for handle_cancel() and handle_close().
- void handle_close ()

  Handles closing the sequence editor.
- void handle_delete ()

  Initiates the deletion of the current editable event.
- void handle_insert ()

  Initiates the insertion of a new editable event.
- void handle_modify ()

  Passes the edited fields to the current editable event in the eventslot.
- void handle_save ()

  Handles saving the edited data back to the original sequence.
- void handle_cancel ()

  Cancels the edits and closes the dialog box.
- void on_realize ()

  This callback function calls the base-class on_realize() function.
- void on_set_focus (Widget *focus)

  On receiving focus, attempt to tell mainwid that this sequence is now the current sequence.
- bool on_focus_in_event (GdkEventFocus *)

Implements the on-focus event handling.

- bool on_focus_out_event (GdkEventFocus ∗)

  Implements the on-unfocus event handling.

- bool on_key_press_event (GdkEventKey ∗ev)

  This function is the callback for a key-press event.

- bool on_delete_event (GdkEventAny ∗event)

  Handles an on-delete event.

Private Attributes

- Gtk::Table ∗ m_table

  A whole horde of GUI elements.

- Gtk::Adjustment ∗ m_vadjust

  Vertical paging for event list.

- Gtk::VScrollbar ∗ m_vscroll

  Vertical scroll for event list.

- eventslots ∗ m_eventslots

  Drawing area for events.

- Gtk::HBox ∗ m_htopbox

  Padding at the top of the dialog.

- Gtk::VBox ∗ m_showbox

  Area for sequence information.

- Gtk::VBox ∗ m_editbox

  Text-edits and buttons for data.

- Gtk::VBox ∗ m_optsbox

  Reserved for future options.

- Gtk::HBox ∗ m_bottbox

  Holds the Save and Close buttons.

- Gtk::VBox ∗ m_rightbox

  Used for padding on right side.

- Gtk::Button ∗ m_button_del

  "Delete Current Event (∗)" button.

- Gtk::Button ∗ m_button_ins

  "Insert New Event" button.

- Gtk::Button ∗ m_button_modify

  "Modify New Event" button.

- Gtk::Button ∗ m_button_save

  "Save to Sequence" button.

- Gtk::Button ∗ m_button_cancel

  "Close" button.

- Gtk::Label ∗ m_label_seq_name

  Items for the inside of the m_showbox member.

- Gtk::Label ∗ m_label_time_sig

  Shows time signature for pattern.

- Gtk::Label ∗ m_label_ppqn

  Shows the parts per quarter note.

- Gtk::Label ∗ m_label_channel

  Shows channel number of pattern.

- Gtk::Label ∗ m_label_ev_count

  Shows the count of pattern events.

- Gtk::Label * m_label_spacer

  Spacer for the showbox elements.
- Gtk::Label * m_label_modified

  Shows "[Modified]" if edited.
- Gtk::Label * m_label_category

  Items for the inside of the m_editbox member.
- Gtk::Entry * m_entry_ev_timestamp

  Text edit for event time-stamp.
- Gtk::Entry * m_entry_ev_name

  Text edit for MIDI event name.
- Gtk::Entry * m_entry_ev_data_0

  Text edit for first event datum.
- Gtk::Entry * m_entry_ev_data_1

  Text edit for second event datum.
- Gtk::Label * m_label_time_fmt

  Optsbox item, only "Sequencer64".
- Gtk::Label * m_label_right

  Padding at the right of dialog.
- sequence & m_seq

  A reference to the sequence being edited, to control its editing flag.
- bool m_have_focus

  Indicates that the focus has already been changed to this sequence.

Friends

- class eventslots

Additional Inherited Members

13.11.1 Constructor & Destructor Documentation

13.11.1.1 eventedit()

```
seq64::eventedit::eventedit (
            perform & p,
            sequence & seq )
```

We've reordered the pointer members and put them in the initializer list to make the constructor a bit cleaner.

Adjustment parameters:

```
        value           initial value
        lower           minimum value
        upper           maximum value
        step_increment  step increment
        page_increment  page increment
        page_size       page size
```

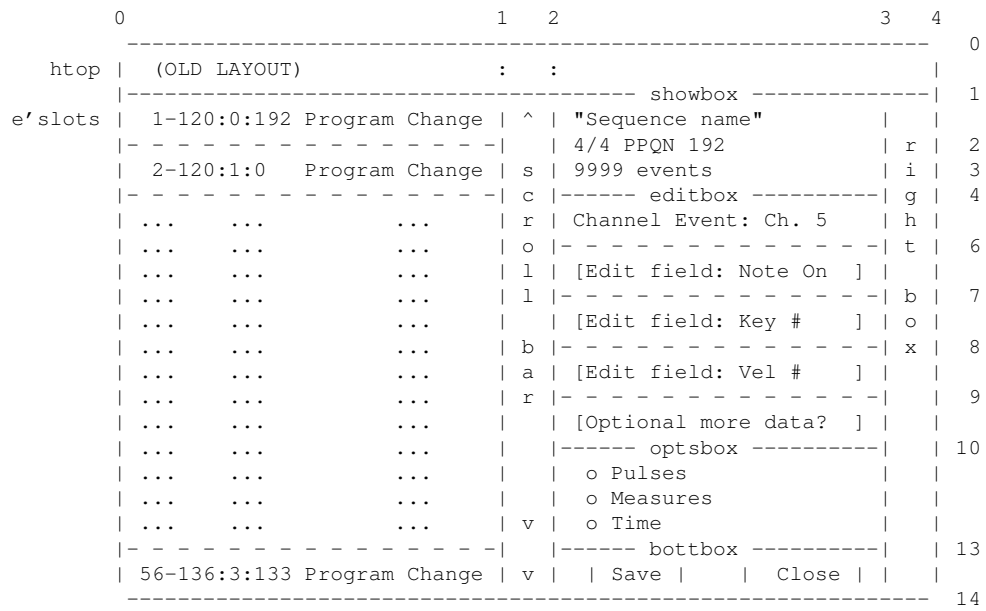
```
Table constructor parameters:
```

```
        rows
        columns
        homogenous


Table attach() parameters:


        child           widget to add.
        left_attach     column number to attach left side of a child widget
        right_attach    column number to attach right side of a child widget
        top_attach      row number to attach the top of a child widget
        bottom_attach   row number to attach the bottom of a child widget
        xoptions        properties of the child widget when table resized
        yoptions        same as xoptions, except vertical.
        xpadding        padding on L and R of widget added to table
        ypadding        amount of padding above and below the child widget
```

Layout:



Parameters

p	Refers to the main performance object.
seq	Refers to the sequence holding the event data to be edited.

The seqedit class indirectly sets the sequence dirty flags, and this allows the sequence's pattern slot to be updated, which, for example, allows the new experimental in-edit-highlight feature to work. To get the eventedit to also show the in-edit highlighting, we can make the sequence::set_dirty_mp() call. This call does not cause a prompt for saving the file when exiting.

13.11.1.2 ~eventedit()

```
seq64::eventedit::~eventedit ( )  [virtual]
```

We're going to have to run the application through valgrind to make sure that nothing is left behind.

13.11.2 Member Function Documentation

13.11.2.1 enqueue_draw()

```
void seq64::eventedit::enqueue_draw ( )  [private]
```

13.11.2.2 set_seq_title()

```
void seq64::eventedit::set_seq_title (
            const std::string & title )  [private]
```

Parameters

title	The name of the sequence.

13.11.2.3 set_seq_time_sig()

```
void seq64::eventedit::set_seq_time_sig (
            const std::string & sig )  [private]
```

Parameters

sig	The time signature of the sequence.

13.11.2.4 set_seq_ppqn()

```
void seq64::eventedit::set_seq_ppqn (
            const std::string & p )  [private]
```

Parameters

p	The parts-per-quarter-note string for the sequence.

13.11.2.5 set_seq_count()

```
void seq64::eventedit::set_seq_count ( )  [private]
```

13.11.2.6 set_event_category()

```
void seq64::eventedit::set_event_category (
            const std::string & c )  [private]
```

Parameters

c	The category string for the current event.

13.11.2.7 set_event_timestamp()

```
void seq64::eventedit::set_event_timestamp (
            const std::string & ts )  [private]
```

Parameters

ts	The time-stamp string for the current event.

13.11.2.8 set_event_name()

```
void seq64::eventedit::set_event_name (
            const std::string & n )  [private]
```

Parameters

n	The name-of-event string for the current event.

13.11.2.9 set_event_data_0()

```
void seq64::eventedit::set_event_data_0 (
            const std::string & d )  [private]
```

Parameters

d	The first data byte string for the current event.

13.11.2.10 set_event_data_1()

```
void seq64::eventedit::set_event_data_1 (
            const std::string & d )  [private]
```

Parameters

d	The second data byte string for the current event.

13.11.2.11 perf_modify()

```
void seq64::eventedit::perf_modify ( )  [private]
```

13.11.2.12 set_dirty()

```
void seq64::eventedit::set_dirty (
            bool flag = true )  [private]
```

This includes changing a label and enabling/disabling the Save button.

Parameters

flag	If true, the modified status is indicated, otherwise it is cleared.

13.11.2.13 v_adjustment() [1/2]

```
void seq64::eventedit::v_adjustment (
            int value )  [private]
```

This function overload provides a common use case.

Parameters

value	The new current value to be indicated by the scroll-bar.

13.11.2.14 v_adjustment() [2/2]

```
void seq64::eventedit::v_adjustment (
            int value,
            int lower,
            int upper )  [private]
```

It keeps the frame scroll-bar in sync with the frame movement actions. Some of the parameters are obtained from the eventslots object:

```
-   Page size comes from eventslots::line_maximum().
-   Page increment is a little less than the page-size value.
```

Parameters

value	The current value to be indicated by the scroll-bar. It will lie between the lower and upper parameter.
lower	The lowest value to be indicated by the scroll-bar.
upper	The highest value to be indicated by the scroll-bar.

13.11.2.15 change_focus()

```
void seq64::eventedit::change_focus (
            bool set_it = true )  [private]
```

Similar to the same function in seqedit.

Parameters

set↩ _it	If true (the default value), indicates we want focus, otherwise we want to give up focus.

13.11.2.16 close_out()

```
void seq64::eventedit::close_out ( )  [private]
```

13.11.2.17 handle_close()

```
void seq64::eventedit::handle_close ( )  [private]
```

Simply calls close_out().

13.11.2.18 handle_delete()

```
void seq64::eventedit::handle_delete ( )  [private]
```

13.11.2.19 handle_insert()

```
void seq64::eventedit::handle_insert ( )  [private]
```

The event's location will be determined by the timestamp and existing events. Note that we have to recalibrate the scroll-bar when we insert/delete events by calling v_adjustment().

13.11.2.20 handle_modify()

```
void seq64::eventedit::handle_modify ( )  [private]
```

Note that there are two cases to worry about. If the timestamp has not changed, then we can simply modify the existing current event in place. Otherwise, we need to delete the old event and insert the new one. But that is done for us by eventslots::modify_current_event().

13.11.2.21 handle_save()

```
void seq64::eventedit::handle_save ( )  [private]
```

The event list in the original sequence is cleared, and the editable events are converted to plain events, and added to the container, one by one.

Todo Could also support writing the events to a new sequence, for added flexibility.

13.11.2.22 handle_cancel()

```
void seq64::eventedit::handle_cancel ( )  [private]
```

In order for removing the current-highlighting in the mainwd or perfedit windows, some of the work of handle_close() needs to be done here as well.

13.11.2.23 on_realize()

```
void seq64::eventedit::on_realize ( )  [private]
```

Then it sets the vertical adjustment to account for the number of events in the eventslot.

13.11.2.24 on_set_focus()

```
void seq64::eventedit::on_set_focus (
            Widget * focus )  [private]
```

Only works in certain circumstances.

Parameters

focus	The widget that has the focus. Merely passed on to gui_window_gtk2's version of this function.

13.11.2.25 on_focus_in_event()

```
bool seq64::eventedit::on_focus_in_event (
            GdkEventFocus *  )  [private]
```

It sets the focus flag and calls change_focus().

13.11.2.26 on_focus_out_event()

```
bool seq64::eventedit::on_focus_out_event (
            GdkEventFocus *  )  [private]
```

It resets the focus flag and calls change_focus().

13.11.2.27 on_key_press_event()

```
bool seq64::eventedit::on_key_press_event (
            GdkEventKey * ev )  [private]
```

If the Up or Down arrow is pressed (later, k and j :-), then we tell the eventslots object to move the "current event" highlighting up or down. In Gtkmm, these arrows also cause movement from one edit field to the next, so we disable that process if the event was handled here.

Note that the Delete key is needed for the edit fields. For now, we replace it with the asterisk, which is easy to access from the numeric pad of a keyboard, and allows for rapid deletion. The Insert key also causes confusing effects in the edit fields, so we replaced it by the slash, but that didn't work. Note that the asterisk and slash should not be required in any of the edit fields. HOWEVER, "/" still gets passed the edit fields (!), so you'll just have to click the button to insert an event. Let's try the backslash! No go there, either.

Parameters

ev	The key event to process.

Returns

Returns true if the event got handled somewhere along the line.

13.11.2.28 on_delete_event()

```
bool seq64::eventedit::on_delete_event (
            GdkEventAny * event )  [private]
```

It sets the sequence object's editing flag to false, and deletes "this". This function is called if the "Close" ("X") button in the window's title bar is clicked. That is a different action from clicking the Close button.

Returns

Always returns false.

13.11.3 Friends And Related Function Documentation

13.11.3.1 eventslots

```
friend class eventslots  [friend]
```

13.11.4 Field Documentation

13.11.4.1 m_table

```
Gtk::Table* seq64::eventedit::m_table  [private]
```

Provides the layout table for UI.

13.11.4.2 m_vadjust

```
Gtk::Adjustment* seq64::eventedit::m_vadjust  [private]
```

13.11.4.3 m_vscroll

```
Gtk::VScrollbar* seq64::eventedit::m_vscroll  [private]
```

13.11.4.4 m_eventslots

```
eventslots* seq64::eventedit::m_eventslots  [private]
```

13.11.4.5 m_htopbox

```
Gtk::HBox* seq64::eventedit::m_htopbox  [private]
```

13.11.4.6 m_showbox

```
Gtk::VBox* seq64::eventedit::m_showbox  [private]
```

13.11.4.7 m_editbox

```
Gtk::VBox* seq64::eventedit::m_editbox  [private]
```

13.11.4.8 m_optsbox

```
Gtk::VBox* seq64::eventedit::m_optsbox  [private]
```

13.11.4.9 m_bottbox

```
Gtk::HBox* seq64::eventedit::m_bottbox  [private]
```

13.11.4.10 m_rightbox

```
Gtk::VBox* seq64::eventedit::m_rightbox  [private]
```

13.11.4.11 m_button_del

```
Gtk::Button* seq64::eventedit::m_button_del  [private]
```

13.11.4.12 m_button_ins

```
Gtk::Button* seq64::eventedit::m_button_ins  [private]
```

13.11.4.13 m_button_modify

```
Gtk::Button* seq64::eventedit::m_button_modify  [private]
```

13.11.4.14 m_button_save

```
Gtk::Button* seq64::eventedit::m_button_save  [private]
```

13.11.4.15 m_button_cancel

```
Gtk::Button* seq64::eventedit::m_button_cancel  [private]
```

13.11.4.16 m_label_seq_name

```
Gtk::Label* seq64::eventedit::m_label_seq_name  [private]
```

Shows the name of the pattern.

13.11.4.17 m_label_time_sig

```
Gtk::Label* seq64::eventedit::m_label_time_sig  [private]
```

13.11.4.18 m_label_ppqn

```
Gtk::Label* seq64::eventedit::m_label_ppqn  [private]
```

13.11.4.19 m_label_channel

```
Gtk::Label* seq64::eventedit::m_label_channel  [private]
```

13.11.4.20 m_label_ev_count

```
Gtk::Label* seq64::eventedit::m_label_ev_count  [private]
```

13.11.4.21 m_label_spacer

```
Gtk::Label* seq64::eventedit::m_label_spacer  [private]
```

13.11.4.22 m_label_modified

```
Gtk::Label* seq64::eventedit::m_label_modified  [private]
```

13.11.4.23 m_label_category

```
Gtk::Label* seq64::eventedit::m_label_category  [private]
```

Shows the type of MIDI event.

13.11.4.24 m_entry_ev_timestamp

```
Gtk::Entry* seq64::eventedit::m_entry_ev_timestamp  [private]
```

13.11.4.25 m_entry_ev_name

```
Gtk::Entry* seq64::eventedit::m_entry_ev_name  [private]
```

13.11.4.26 m_entry_ev_data_0

```
Gtk::Entry* seq64::eventedit::m_entry_ev_data_0  [private]
```

13.11.4.27 m_entry_ev_data_1

```
Gtk::Entry* seq64::eventedit::m_entry_ev_data_1  [private]
```

13.11.4.28 m_label_time_fmt

```
Gtk::Label* seq64::eventedit::m_label_time_fmt  [private]
```

13.11.4.29 m_label_right

```
Gtk::Label* seq64::eventedit::m_label_right  [private]
```

13.11.4.30 m_seq

```
sequence& seq64::eventedit::m_seq  [private]
```

13.11.4.31 m_have_focus

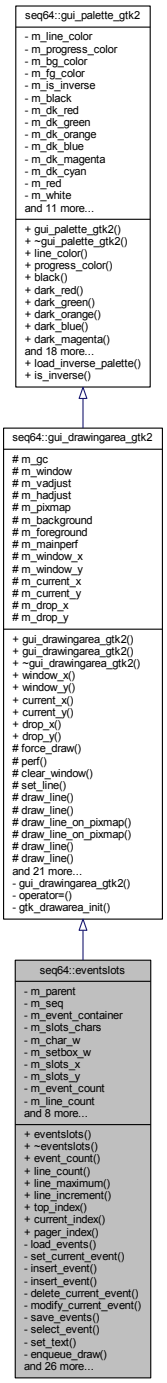
```
bool seq64::eventedit::m_have_focus  [private]
```

This item is to modify the mainwid and perfedit "edit-sequence" value in order to highlight pattern slot of the pattern/event editor that currently has the user-input focus.

13.12 seq64::eventslots Class Reference

This class implements the left-side list of events in the pattern event-edit window.

Inheritance diagram for seq64::eventslots:



Public Member Functions

- eventslots (perform &p, eventedit &parent, sequence &seq, Gtk::Adjustment &vadjust)

Principal constructor for this user-interface object.

- virtual ~eventslots ()

  Let's provide a do-nothing virtual destructor.

- int event_count () const

  'Getter' function for member m_event_count Returns the number of total events in the sequence represented by the eventslots object.

- int line_count () const

  'Getter' function for member m_line_count Returns the current number of rows (events) in the eventslots's display.

- int line_maximum () const

  'Getter' function for member m_line_maximum Returns the maximum number of rows (events) in the eventslots's display.

- int line_increment () const

  Provides the "page increment" or "line increment" of the frame, This value is the current line-maximum of the frame minus its overlap value.

- int top_index () const

  'Getter' function for member m_top_index

- int current_index () const

  'Getter' function for member m_current_index

- int pager_index () const

  'Getter' function for member m_pager_index

Private Member Functions

- bool load_events ()

  Grabs the event list from the sequence and uses it to fill the editable-event list.

- void set_current_event (const editable_events::iterator ei, int index, bool full_redraw=true)

  Set the current event, which is the event that is highlighted.

- bool insert_event (const editable_event &edev)

  Inserts an event.

- bool insert_event (const std::string &evtimestamp, const std::string &evname, const std::string &evdata0, const std::string &evdata1)

  Inserts an event based on the setting provided, which the eventedit object gets from its Entry fields.

- bool delete_current_event ()

  Deletes the current event, and makes adjustments due to that deletion.

- bool modify_current_event (const std::string &evtimestamp, const std::string &evname, const std::string &evdata0, const std::string &evdata1)

  Modifies the data in the currently-selected event.

- bool save_events ()

  Writes the events back to the sequence.

- void select_event (int event_index=SEQ64_NULL_EVENT_INDEX, bool full_redraw=true)

  Selects and highlights the event that is located in the frame at the given event index.

- void set_text (const std::string &evcategory, const std::string &evtimestamp, const std::string &evname, const std::string &evdata0, const std::string &evdata1)

  Sets the text in the parent dialog, eventedit.

- void enqueue_draw ()

  Wraps queue_draw().

- int convert_y (int y)

  Converts a y-value into an event index relative to 0 (the top of the eventslots window/pixmap) and returns it.

- void draw_event (editable_events::iterator ei, int index)

  Draw the given slot/event.

- void draw_events ()

Draws all of the events in the current eventslots frame.

- void change_vert ()

  Change the vertical offset of events.

- void page_movement (int new_value)

  Adjusts the vertical position of the frame according to the given new scrollbar/vadjust value.

- void page_topper (editable_events::iterator newcurrent)

  Adjusts the vertical position of the frame according to the given new bottom iterator.

- int decrement_top ()

  Decrements the top iterator, if possible.

- int increment_top ()

  Increments the top iterator, if possible.

- int decrement_current ()

  Decrements the current iterator, if possible.

- int increment_current ()

  Increments the current iterator, if possible.

- int decrement_bottom ()

  Decrements the bottom iterator, if possible.

- int increment_bottom ()

  Increments the bottom iterator, if possible.

- void on_realize ()

  Handles the callback when the window is realized.

- bool on_expose_event (GdkEventExpose ∗ev)

  Handles an on-expose event.

- bool on_button_press_event (GdkEventButton ∗ev)

  Provides the callback for a button press, and it handles only a left mouse button.

- bool on_button_release_event (GdkEventButton ∗ev)

  Currently does nothing.

- bool on_focus_in_event (GdkEventFocus ∗ev)

  This callback is an attempt to get keyboard focus into the eventslots pixmap area.

- bool on_focus_out_event (GdkEventFocus ∗ev)

  This callback handles an out-of-focus event by resetting the flag HAS_FOCUS.

- bool on_scroll_event (GdkEventScroll ∗ev)

  Handle the scrolling of the window.

- void on_size_allocate (Gtk::Allocation &)

  Handles a size-allocation event.

- void on_move_up ()

  Move to the previous event.

- void on_move_down ()

  Move to the next event.

- void on_frame_up ()

  Move to the previous frame.

- void on_frame_down ()

  Move to the next frame.

- void on_frame_home ()

  Move to the first frame.

- void on_frame_end ()

  Move to the last frame.

Private Attributes

- eventedit & m_parent

  Provides a link to the eventedit that created this object.
- sequence & m_seq

  Provides a reference to the sequence that this dialog is meant to view or modify.
- editable_events m_event_container

  Holds the editable events for this sequence.
- int m_slots_chars

  Provides the number of the characters in the name box.
- int m_char_w

  Provides the "real" width of a character.
- int m_setbox_w

  Provides the width of the "set number" box.
- int m_slots_x

  Provides the width of the names box, which is the width of a character for 24 characters.
- int m_slots_y

  Provides the height of the names box, which is hardwired to 24 pixels.
- int m_event_count

  The current number of events in the edited container.
- int m_line_count

  Counts the number of displayed events, which depends on how many events there are (m_event_count) and the size of the event list (m_line_maximum).
- int m_line_maximum

  Counts the maximum number of displayed events, which depends on the size of the event list (and thus the size of the dialog box for the event editor).
- int m_line_overlap

  Provides a little overlap for paging through the frame.
- int m_top_index

  The index of the event that is 0th in the visible list of events.
- int m_current_index

  Indicates the index of the current event within the frame.
- editable_events::iterator m_top_iterator

  Provides the top "pointer" to the start of the editable-events section that is being shown in the user-interface.
- editable_events::iterator m_bottom_iterator

  Provides the bottom "pointer" to the end of the editable-events section that is being shown in the user-interface.
- editable_events::iterator m_current_iterator

  Provides the "pointer" to the event currently in focus.
- int m_pager_index

  Indicates the event index that matches the index value of the vertical pager.

Friends

- class eventedit

Additional Inherited Members

13.12.1 Constructor & Destructor Documentation

13.12.1.1 eventslots()

```
seq64::eventslots::eventslots (
            perform & p,
            eventedit & parent,
            sequence & seq,
            Gtk::Adjustment & vadjust )
```

13.12.1.2 ~eventslots()

```
virtual seq64::eventslots::~eventslots ( )  [inline], [virtual]
```

13.12.2 Member Function Documentation

13.12.2.1 event_count()

```
int seq64::eventslots::event_count ( ) const  [inline]
```

13.12.2.2 line_count()

```
int seq64::eventslots::line_count ( ) const  [inline]
```

13.12.2.3 line_maximum()

```
int seq64::eventslots::line_maximum ( ) const  [inline]
```

13.12.2.4 line_increment()

```
int seq64::eventslots::line_increment ( ) const  [inline]
```

13.12.2.5 top_index()

```
int seq64::eventslots::top_index ( ) const  [inline]
```

13.12.2.6 current_index()

```
int seq64::eventslots::current_index ( ) const  [inline]
```

13.12.2.7 pager_index()

```
int seq64::eventslots::pager_index ( ) const  [inline]
```

13.12.2.8 load_events()

```
bool seq64::eventslots::load_events ( )  [private]
```

Determines how many events can be shown in the GUI [later] and adjusts the top and bottom editable-event iterators to show the first page of events.

Returns

Returns true if the event iterators were able to be set up as valid.

13.12.2.9 set_current_event()

```
void seq64::eventslots::set_current_event (
            const editable_events::iterator ei,
            int index,
            bool full_redraw = true )  [private]
```

Note in the snprintf() calls that the first digit is part of the data byte, so that translation is easier.

Parameters

ei	The iterator that points to the event.
index	The index (re 0) of the event, starting at the top line of the frame. It is a frame index, not a container index.
full_redraw	If true (the default) does a full redraw of the frame. Otherwise, only the current event is drawn. Generally, the only time a single event (actually, two adjacent events) is convenient to draw is when using the arrow keys, where the speed of keystroke auto-repeats makes the full-frame update scrolling very flickery and disconcerting.

13.12.2.10 insert_event() [1/2]

```
bool seq64::eventslots::insert_event (
            const editable_event & edev )  [private]
```

What actually happens here depends if the new event is before the frame, within the frame, or after the frame, based on the timestamp.

If before the frame: To keep the previous events visible, we do not need to increment the iterators (insertion does not affect multimap iterators), but we do need to increment their indices. The contents shown in the frame should not change.

If at the frame top: The new timestamp equals the top timestamp. We don't know exactly where the new event goes in the multimap, but we do have an new event.

If at the frame bottom: TODO

If after the frame: No action needed if the bottom event is actually at the bottom of the frame. But if the frame is not yet filled, we need to increment the bottom iterator, and its index.

Note

Actually, it is far easier to just adjust all the counts and iterators and redraw the screen, as done by the page_topper() function.

Parameters

edev	The event to insert, prebuilt.

Returns

Returns true if the event was inserted.

13.12.2.11 insert_event() [2/2]

```
bool seq64::eventslots::insert_event (
             const std::string & evtimestamp,
             const std::string & evname,
             const std::string & evdata0,
             const std::string & evdata1 )  [private]
```

It calls the other insert_event() overload.

Note that we need to qualify the temporary event class object we create below, with the seq64 namespace, otherwise the compiler thinks we're trying to access some Gtkmm thing.

Parameters

evtimestamp	The time-stamp of the new event, as obtained from the event-edit timestamp field.
evname	The type name (status name) of the new event, as obtained from the event-edit event-name field.
evdata0	The first data byte of the new event, as obtained from the event-edit data 1 field.
evdata1	The second data byte of the new event, as obtained from the event-edit data 2 field. Used only for two-parameter events.

Returns

Returns true if the event was inserted.

13.12.2.12 delete_current_event()

```
bool seq64::eventslots::delete_current_event ( )  [private]
```

To delete the current event, this function moves the current iterator to the next event, deletes the previously-current iterator, adjusts the event count and the bottom iterator, and redraws the pixmap. The exact changes depend upon whether the deleted event was at the top of the visible frame, within the visible frame, or at the bottom the visible frame. Note that only visible events can be the current event, and thus get deleted.

```
Event Index
 0
 1
 2          Top
 3  <--------- Top case: The new top iterator, index becomes 2
 4
 .
 .          Inside of Visible Frame
 .
43
44          Bottom
45  <--------- Top case: The new bottom iterator, index becomes 44
46              Bottom case: Same result


Basically, when an event is deleted, the frame (delimited by the
event-index members) stays in place, while the frame iterators move to the
previous event.  If the top of the frame would move to before the first
event, then the frame must shrink.

Top case: If the current iterator is the top (of the frame) iterator, then
the top iterator needs to be incremented.  The new top event has the same
index as the now-gone top event. The index of the bottom event is
decremented, since an event before it is now gone.  The bottom iterator
moves to the next event, which is now at the bottom of the frame.  The
current event is treated like the top event.

Inside case: If the current iterator is in the middle of the frame, the top
iterator and index remain unchanged.  The current iterator is incremented,
but its index is now the same as the old bottom index.  Same for the bottom
iterator.

Bottom case: If the current iterator (and bottom iterator) point to the
last event in the frame, then both of them need to be
decremented.  The frame needs to be moved up by one event, so that the
current event remains at the bottom (it's just simpler to manage that way).

If there is no event after the bottom of the frame, the iterators that now
point to end() must backtrack one event.  If the container becomes empty,
then everything is invalidated.
```

Returns

Returns true if the delete was possible. If the container was empty or became empty, then false is returned.

13.12.2.13 modify_current_event()

```
bool seq64::eventslots::modify_current_event (
             const std::string & evtimestamp,
             const std::string & evname,
             const std::string & evdata0,
             const std::string & evdata1 )  [private]
```

If the timestamp has changed, however, we can't just modify the event in place. Instead, we finish modifying the event, but tell the caller to delete and reinsert the new event (in its proper new location based on timestamp).

This function always copies the original event, modifiies the copy, deletes the original event, and inserts the "new" event into the editable-event container.

Parameters

evtimestamp	Provides the new event time-stamp as edited by the user.
evname	Provides the event name as edited by the user.
evdata0	Provides the first data byte as edited by the user.
evdata1	Provides the second data byte as edited by the user.

Returns

Returns true simply if the event-count is greater than 0.

13.12.2.14 save_events()

```
bool seq64::eventslots::save_events ( )  [private]
```

Also sets the dirty flag for the sequence, via the sequence::add_event() function, but this doesn't seem to set the perform dirty flag. So now we pass the modification buck to the parent, who passes it to the perform object.

We added a copy_events() function in the sequence class to replace add_event() for the purpose of reconstructing the events container for the sequence. It is locked by a mutex, and so will not draw until all is done, preventing a nasty segfault (all segfaults are nasty).

We create a new plain event container here, and then passing it to the new locked/threadsafe sequence::copy_events() function that clears the sequence container and copies the events from the parameter container.

Note that this code will operate event if all events were deleted.

Returns

Returns true if the operations succeeded.

13.12.2.15 select_event()

```
void seq64::eventslots::select_event (
            int event_index = SEQ64_NULL_EVENT_INDEX,
            bool full_redraw = true )  [private]
```

The event index is provided by converting the y-coordinate of the mouse pointer into a slot number, and then an event index (actually the slot-distance from the m_top_iterator. Confusing, yes no?

Note that, if the event index is negative, then we just queue up a draw operation, which should paint an empty frame – the event container is empty.

Parameters

event_index	Provides the numeric index of the event in the event frame, or SEQ64_NULL_EVENT if there is no event to draw.
full_redraw	Defaulting to true, this parameter can be set to false in some case to reduce the flickering of the frame under fast movement.

13.12.2.16 set_text()

```
void seq64::eventslots::set_text (
            const std::string & evcategory,
            const std::string & evtimestamp,
            const std::string & evname,
```

```
const std::string & evdata0,
const std::string & evdata1 )  [private]
```

Parameters

evcategory	The category of event to be set in the parent.
evtimestamp	The event time-stamp to be set in the parent.
evname	The event name to be set in the parent.
evdata0	The first event data byte to be set in the parent.
evdata1	The second event data byte to be set in the parent.

13.12.2.17 enqueue_draw()

```
void seq64::eventslots::enqueue_draw ( )  [private]
```

13.12.2.18 convert_y()

```
int seq64::eventslots::convert_y (
            int y )  [private]
```

Parameters

y	The y coordinate of the position of the mouse click in the eventslot window/pixmap.

Returns

Returns the index of the event position in the user-interface, which should range from 0 to m_line_count.

13.12.2.19 draw_event()

```
void seq64::eventslots::draw_event (
            editable_events::iterator ei,
            int index )  [private]
```

The slot contains the event details in (so far) one line of text in the box:

| timestamp | event kind | channel | data 0 name + value | data 1 name + value

Currently, this view shows only events that get copied to the sequence's event list. This rules out the following items from the view:

- MThd (song header)
- MTrk and Meta TrkEnd (track marker, a sequence has only one track)
- SeqNr (sequence number)
- SeqSpec (but there are three that might appear, see below)
- Meta TrkName

The events that are shown in this view are:

```
-   One-data-value events:
    -   Program Change
    -   Channel Pressure
-   Two-data-value events:
    -   Note Off
    -   Note On
    -   Aftertouch
    -   Control Change
    -   Pitch Wheel
-   Other:
    -   SysEx events, with partial show of data bytes
    -   SeqSpec events (TBD):
        -   Key
        -   Scale
        -   Background sequence
```

The index of the event is shown in the editor portion of the eventedit dialog.

13.12.2.20 draw_events()

```
void seq64::eventslots::draw_events ( )  [private]
```

It first clears the whole bitmap to white, so that no artifacts from the previous state of the frame are left behind.

Need to figure out how to calculate the number of displayable events.

```
m_line_maximum = ???
```

13.12.2.21 change_vert()

```
void seq64::eventslots::change_vert ( )  [private]
```

Note that m_vadjust is the Gtk::Adjustment object that the eventedit parent passes to the gui_drawingarea_gtk2 constructor.

The top-event and bottom-event indices (and their corresponding editable-event iterators) delimit the part of the event container that is displayed in the eventslots user-interface. The top-event index starts at 0, and the bottom-event is larger (initially, by 42 slots).

When the scroll-bar thumb moves up or down, we need to change both event indices and both event iterators by the corresponding amount. Luckily, the std::multimap iterator is bidirectional.

Note that we may need to reduce the movement of events to a value less than a page; it can be limited backwards by the value of the top index, and forward by the value of the bottom index.

13.12.2.22 page_movement()

```
void seq64::eventslots::page_movement (
            int new_value )  [private]
```

The adjustment is done via movement from the current position.

Do we even need a way to detect excess movement? The scrollbar, if properly set up, should never move the frame too high or too low. Verified by testing.

Parameters

new_value	Provides the new value of the scrollbar position.

13.12.2.23 page_topper()

```
void seq64::eventslots::page_topper (
            editable_events::iterator newcurrent )  [private]
```

The adjustment is done "from scratch". We've found page movement to be an insoluable problem in some editing circumstances. So now we move to the inserted event, and make it the top event.

However, always moving an inserted event to the top is a bit annoying. So now we backtrack so that the inserted event is at the bottom.

Parameters

newcurrent	Provides the iterator to the event to be shown at the bottom of the frame.

13.12.2.24 decrement_top()

```
int seq64::eventslots::decrement_top ( )  [private]
```

Returns

Returns 0, or SEQ64_NULL_EVENT_INDEX if the iterator could not be decremented.

13.12.2.25 increment_top()

```
int seq64::eventslots::increment_top ( )  [private]
```

Also handles the top-event index, so that the GUI can display the proper event numbers.

Returns

Returns the top index, or SEQ64_NULL_EVENT_INDEX if the iterator could not be incremented, or would increment to the end of the container.

13.12.2.26 decrement_current()

```
int seq64::eventslots::decrement_current ( )  [private]
```

Returns

Returns the decremented index, or SEQ64_NULL_EVENT_INDEX if the iterator could not be decremented. Remember that the index ranges only from 0 to m_line_count-1, and that is enforced here.

13.12.2.27 increment_current()

```
int seq64::eventslots::increment_current ( )  [private]
```

Returns

Returns the incremented index, or SEQ64_NULL_EVENT_INDEX if the iterator could not be incremented. Remember that the index ranges only from 0 to m_line_count-1, and that is enforced here.

13.12.2.28 decrement_bottom()

```
int seq64::eventslots::decrement_bottom ( )  [private]
```

Returns

Returns 0, or SEQ64_NULL_EVENT_INDEX if the iterator could not be decremented.

13.12.2.29 increment_bottom()

```
int seq64::eventslots::increment_bottom ( )  [private]
```

There is an issue in paging down using the scrollbar where, at the bottom of the scrolling, the bottom iterator ends up bad. Not yet sure how this happens, so for now we backtrack one event if this happens.

Returns

Returns the incremented index, or SEQ64_NULL_EVENT_INDEX if the iterator could not be incremented.

13.12.2.30 on_realize()

```
void seq64::eventslots::on_realize ( )  [private]
```

It first calls the base-class version of on_realize(). Then it allocates any additional resources needed.

13.12.2.31 on_expose_event()

```
bool seq64::eventslots::on_expose_event (
            GdkEventExpose * ev )  [private]
```

It draws all of the sequences.

13.12.2.32 on_button_press_event()

```
bool seq64::eventslots::on_button_press_event (
            GdkEventButton * ev )  [private]
```

13.12.2.33 on_button_release_event()

```
bool seq64::eventslots::on_button_release_event (
            GdkEventButton * ev )  [private]
```

13.12.2.34 on_focus_in_event()

```
bool seq64::eventslots::on_focus_in_event (
            GdkEventFocus * ev )  [private]
```

See the same function in the perfroll module.

13.12.2.35 on_focus_out_event()

```
bool seq64::eventslots::on_focus_out_event (
            GdkEventFocus * ev )  [private]
```

13.12.2.36 on_scroll_event()

```
bool seq64::eventslots::on_scroll_event (
            GdkEventScroll * ev )  [private]
```

13.12.2.37 on_size_allocate()

```
void seq64::eventslots::on_size_allocate (
            Gtk::Allocation & a )  [private]
```

It first calls the base-class version of this function.

13.12.2.38 on_move_up()

```
void seq64::eventslots::on_move_up ( )  [private]
```

We must scroll up if the event is now before the frame, and should be made the new top event of the frame. Note that this function isn't really an event-response callback. It is called by eventedit::on_key_press_event().

13.12.2.39 on_move_down()

```
void seq64::eventslots::on_move_down ( )  [private]
```

We must scroll down if the event is now after the frame. Note that this function isn't really an event-response callback. It is called byh eventedit::on_key_press_event().

13.12.2.40 on_frame_up()

```
void seq64::eventslots::on_frame_up ( )  [private]
```

13.12.2.41 on_frame_down()

```
void seq64::eventslots::on_frame_down ( )  [private]
```

13.12.2.42 on_frame_home()

```
void seq64::eventslots::on_frame_home ( )  [private]
```

13.12.2.43 on_frame_end()

```
void seq64::eventslots::on_frame_end ( )  [private]
```

13.12.3 Friends And Related Function Documentation

13.12.3.1 eventedit

```
friend class eventedit  [friend]
```

13.12.4 Field Documentation

13.12.4.1 m_parent

```
eventedit& seq64::eventslots::m_parent  [private]
```

13.12.4.2 m_seq

```
sequence& seq64::eventslots::m_seq  [private]
```

13.12.4.3 m_event_container

```
editable_events seq64::eventslots::m_event_container  [private]
```

13.12.4.4 m_slots_chars

```
int seq64::eventslots::m_slots_chars  [private]
```

Pretty much hardwired to 64 at present. It helps determine the m_slots_x value (the width of the eventslots list).

13.12.4.5 m_char_w

```
int seq64::eventslots::m_char_w  [private]
```

This value is obtained from a font-renderer accessor function.

13.12.4.6 m_setbox_w

```
int seq64::eventslots::m_setbox_w  [private]
```

This used to be hardwired to 6 ∗ 2 (character-width times two).

13.12.4.7 m_slots_x

```
int seq64::eventslots::m_slots_x  [private]
```

13.12.4.8 m_slots_y

```
int seq64::eventslots::m_slots_y  [private]
```

This value was once 22 pixels, but we need a little extra room for our new font. This extra room is compatible enough with the old font, as well.

13.12.4.9 m_event_count

```
int seq64::eventslots::m_event_count  [private]
```

13.12.4.10 m_line_count

```
int seq64::eventslots::m_line_count  [private]
```

13.12.4.11 m_line_maximum

```
int seq64::eventslots::m_line_maximum  [private]
```

13.12.4.12 m_line_overlap

```
int seq64::eventslots::m_line_overlap  [private]
```

13.12.4.13 m_top_index

```
int seq64::eventslots::m_top_index  [private]
```

It is used in numbering the events that are shown in the event-slot frame. Do not confuse it with m_current_index, which is relative to the frame, not the container-beginning.

13.12.4.14 m_current_index

```
int seq64::eventslots::m_current_index  [private]
```

This event will also be pointed to by the m_current_event iterator. Do not confuse it with m_top_index, which is relative to the container-beginning, not the frame.

13.12.4.15 m_top_iterator

```
editable_events::iterator seq64::eventslots::m_top_iterator  [private]
```

13.12.4.16 m_bottom_iterator

```
editable_events::iterator seq64::eventslots::m_bottom_iterator  [private]
```

13.12.4.17 m_current_iterator

```
editable_events::iterator seq64::eventslots::m_current_iterator  [private]
```

13.12.4.18 m_pager_index

```
int seq64::eventslots::m_pager_index  [private]
```

13.13 seq64::font Class Reference

This class provides a wrapper for rendering fonts that are encoded as a 16 x 16 pixmap file in XPM format.

Public Types

- enum Color {
  BLACK,
  WHITE,
  BLACK_ON_YELLOW,
  YELLOW_ON_BLACK,
  BLACK_ON_CYAN,
  CYAN_ON_BLACK }

  A simple enumeration to describe the basic colors used in writing text.

Public Member Functions

- font ()

  Rote default constructor, except that it does add 1 to the cf_text_h or co_text_h values to use in m_padded_h.
- void init (Glib::RefPtr< Gdk::Window > windo)

  Initialization function for a window on which fonts will be drawn.
- void render_string_on_drawable (Glib::RefPtr< Gdk::GC > m_gc, int x, int y, Glib::RefPtr< Gdk::Drawable > drawable, const char *str, font::Color col, bool invert=false) const

  Draws a text string.
- int char_width () const

  'Getter' function for member m_font_w
- int char_height () const

  'Getter' function for member m_font_h
- int padded_height () const

  'Getter' function for member m_padded_h

Private Attributes

- bool m_use_new_font

  If true, use the new font, which is a little bit more modern looking, and is also thicker, and thus a little easier to see.
- int m_cell_w

  Specifies the cell width of the whole character cell.
- int m_cell_h

  Specfies the cell height of the whole character cell.
- int m_font_w

  Specifies the exact width of a character cell, in pixels.
- int m_font_h

  Specifies the exact height of a character cell, in pixels.
- int m_offset

  Provides an ad hoc small horizontal or vertical offset for printing strings.
- int m_padded_h

  Provides a common constant used by much of the drawing code, but only marginally related to the padded character height.
- const Glib::RefPtr< Gdk::Pixmap > * m_pixmap

  Points to the current pixmap (m_black_pixmap or m_white_pixmap) to use to render a string.
- Glib::RefPtr< Gdk::Pixmap > m_black_pixmap

  The pixmap in the file `src/pixmaps/font_b.xpm` is loaded into this object.
- Glib::RefPtr< Gdk::Pixmap > m_white_pixmap

  The pixmap in the file `src/pixmaps/font_w.xpm` is loaded into this object.
- Glib::RefPtr< Gdk::Pixmap > m_b_on_y_pixmap

  The pixmap in the file `src/pixmaps/font_y.xpm` is loaded into this object.
- Glib::RefPtr< Gdk::Pixmap > m_y_on_b_pixmap

  The pixmap in the file `src/pixmaps/font_yb.xpm` is loaded into this object.
- Glib::RefPtr< Gdk::Pixmap > m_b_on_c_pixmap

  The pixmap in the file `src/pixmaps/cyan_wenfont_y.xpm` is loaded into this object.
- Glib::RefPtr< Gdk::Pixmap > m_c_on_b_pixmap

  The pixmap in the file `src/pixmaps/cyan_wenfont_yb.xpm` is loaded into this object.
- Glib::RefPtr< Gdk::Bitmap > m_clip_mask

  This object is instantiated as a default object.

13.13.1 Member Enumeration Documentation

13.13.1.1 Color

`enum seq64::font::Color`

Basically, these two values cause the selection of one or another pixmap (font_b_xpm and font_w_xpm). We've added two more pixmaps to draw black text on a yellow background (font_y.xpm) and yellow text on a black background (font_yb.xpm). Oh, and couple more for cyan and black text-blitting.

Enumerator

BLACK	The first supported color. A black font on a white background.
WHITE	The second supported color. A white font on a black background.
BLACK_ON_YELLOW	A new color, for drawing black text on a yellow background.
YELLOW_ON_BLACK	A new color, for drawing yellow text on a black background.
BLACK_ON_CYAN	A new color, for drawing black text on a cyan background.
CYAN_ON_BLACK	A new color, for drawing cyan text on a black background.

13.13.2 Constructor & Destructor Documentation

13.13.2.1 font()

```
seq64::font::font ( )
```

13.13.3 Member Function Documentation

13.13.3.1 init()

```
void seq64::font::init (
            Glib::RefPtr< Gdk::Window > wp )
```

This function loads four pixmaps that contain the characters to be used to draw text strings.

One pixmap has white characters on a black background, one has black characters on a white background, one has yellow characters on a black background, and one has black characters on a yellow background.

Parameters

wp	Provides the windows pointer for the window that holds the color map.

13.13.3.2 render_string_on_drawable()

```
void seq64::font::render_string_on_drawable (
            Glib::RefPtr< Gdk::GC > gc,
            int x,
            int y,
            Glib::RefPtr< Gdk::Drawable > a_draw,
            const char * str,
            font::Color col,
            bool invert = false ) const
```

This function grabs the proper font bitmap, extracts the current character pixmap from it, and slaps it down where it needs to be to render the character in the string.

Parameters

gc	Provides the graphics context for drawing the text using GTK+.
x	The horizontal location of the text.
y	The vertical location of the text.
a_draw	The drawable object on which to draw the text.
str	The string to draw. Should use a constant string reference instead.
col	The font color to use to draw the string. The supported values are font::BLACK, font::WHITE, font::BLACK_ON_YELLOW, font::YELLOW_ON_BLACK. The actual correct colors are provided by selecting one of four font pixmaps, as described in the init() function.
invert	If true, apply color inversion, if specified.

13.13.3.3 char_width()

```
int seq64::font::char_width ( ) const  [inline]
```

13.13.3.4 char_height()

```
int seq64::font::char_height ( ) const  [inline]
```

13.13.3.5 padded_height()

```
int seq64::font::padded_height ( ) const  [inline]
```

13.13.4 Field Documentation

13.13.4.1 m_use_new_font

```
bool seq64::font::m_use_new_font  [private]
```

13.13.4.2 m_cell_w

```
int seq64::font::m_cell_w  [private]
```

13.13.4.3 m_cell_h

```
int seq64::font::m_cell_h  [private]
```

13.13.4.4 m_font_w

```
int seq64::font::m_font_w  [private]
```

Currently defaults to cf_text_w = 6. Note that a lot of stuff depends on this being 6 at present, even with our new, slightly wider, font.

13.13.4.5 m_font_h

```
int seq64::font::m_font_h  [private]
```

Currently defaults to cf_text_h = 10. Note that a lot of stuff depends on this being 10 at present, even with our new, slightly wider, font. But some of the drawing code doesn't use the character height, but the padded character height.

13.13.4.6 m_offset

```
int seq64::font::m_offset  [private]
```

13.13.4.7 m_padded_h

```
int seq64::font::m_padded_h  [private]
```

13.13.4.8 m_pixmap

```
const Glib::RefPtr<Gdk::Pixmap>* seq64::font::m_pixmap  [mutable], [private]
```

This member used to be an object, but it's probably a bit faster to just use a pointer (or a reference).

13.13.4.9 m_black_pixmap

```
Glib::RefPtr<Gdk::Pixmap> seq64::font::m_black_pixmap  [private]
```

It contains a black font on a white background. The new-style font, if selected, is in the `resources/pixmaps/wenfont_b.xmp` pixmap.

13.13.4.10 m_white_pixmap

```
Glib::RefPtr<Gdk::Pixmap> seq64::font::m_white_pixmap  [private]
```

It contains a black font on a white background. The new-style font, if selected, is in the `resources/pixmaps/wenfont_w.xmp` pixmap.

13.13.4.11 m_b_on_y_pixmap

```
Glib::RefPtr<Gdk::Pixmap> seq64::font::m_b_on_y_pixmap  [private]
```

It contains a black font on a yellow background. The new-style font, if selected, is in the `resources/pixmaps/wenfont_y.xmp` pixmap.

13.13.4.12 m_y_on_b_pixmap

```
Glib::RefPtr<Gdk::Pixmap> seq64::font::m_y_on_b_pixmap  [private]
```

It contains a yellow font on a black background. The new-style font, if selected, is `resources/pixmaps/wenfont_yb.xmp` pixmap.

13.13.4.13 m_b_on_c_pixmap

```
Glib::RefPtr<Gdk::Pixmap> seq64::font::m_b_on_c_pixmap  [private]
```

It contains a black font on a cyan background. It is available only for the new font-style.

13.13.4.14 m_c_on_b_pixmap

```
Glib::RefPtr<Gdk::Pixmap> seq64::font::m_c_on_b_pixmap  [private]
```

It contains a cyan font on a black background. It is available only for the new font-style.

13.13.4.15 m_clip_mask

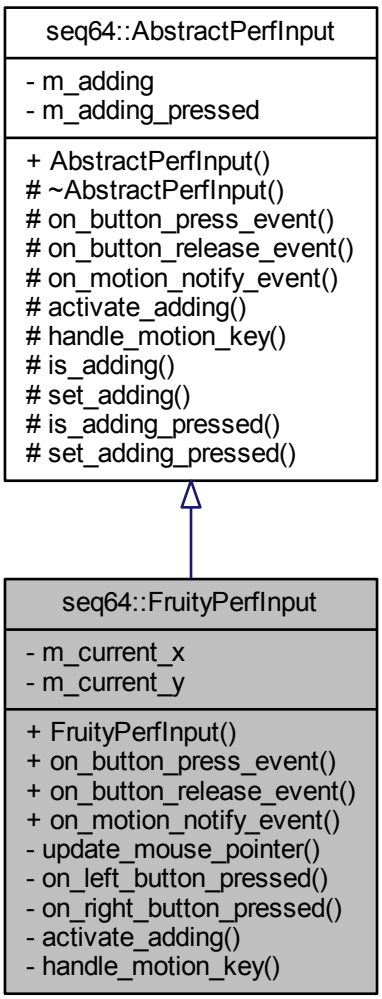
```
Glib::RefPtr<Gdk::Bitmap> seq64::font::m_clip_mask  [private]
```

All we know is it seems to be a requirement for creating a pixmap object from an XMP file.

13.14 seq64::FruityPerfInput Class Reference

Implements the performance input of that certain fruity sequencer that people seem to like.

Inheritance diagram for seq64::FruityPerfInput:



Public Member Functions

- FruityPerfInput ()
  Default constructor.
- bool on_button_press_event (GdkEventButton ∗ev, perfroll &roll)
  Handles a button-press event in the Fruity manner.
- bool on_button_release_event (GdkEventButton ∗ev, perfroll &roll)
  Handles a button-release event.
- bool on_motion_notify_event (GdkEventMotion ∗ev, perfroll &roll)
  Handles a Fruity motion-notify event.

Private Member Functions

- void update_mouse_pointer (perfroll &roll)
  Updates the mouse pointer, implementing a context-sensitive mouse.
- bool on_left_button_pressed (GdkEventButton ∗ev, perfroll &roll)
  Handles the left button of the mouse.
- bool on_right_button_pressed (GdkEventButton ∗ev, perfroll &roll)
  Handles the right button of the mouse.
- virtual void activate_adding (bool, perfroll &)
- virtual bool handle_motion_key (bool, perfroll &)

Private Attributes

- long m_current_x
  The current x value of the mouse.
- long m_current_y
  The current y value of the mouse.

Friends

- class perfroll

Additional Inherited Members

13.14.1 Constructor & Destructor Documentation

13.14.1.1 FruityPerfInput()

```
seq64::FruityPerfInput::FruityPerfInput ( )  [inline]
```

13.14.2 Member Function Documentation

13.14.2.1 on_button_press_event()

```
bool seq64::FruityPerfInput::on_button_press_event (
            GdkEventButton * ev,
            perfroll & roll )  [virtual]
```

Parameters

ev	The button-press event to process.
roll	The song editor piano roll that is the "parent" of this class.

Returns

Returns true if a modification occurred.

Implements seq64::AbstractPerfInput.

13.14.2.2 on_button_release_event()

```
bool seq64::FruityPerfInput::on_button_release_event (
            GdkEventButton * ev,
            perfroll & roll )  [virtual]
```

Why is m_adding_pressed modified conditionally when the same modification is then made unconditionally?

Parameters

ev	The button-release event to process.
roll	The song editor piano roll that is the "parent" of this class.

Returns

Returns true if a modification occurred.

Implements seq64::AbstractPerfInput.

13.14.2.3 on_motion_notify_event()

```
bool seq64::FruityPerfInput::on_motion_notify_event (
            GdkEventMotion * ev,
            perfroll & roll )  [virtual]
```

Parameters

ev	The motion-notify event to process.
roll	The song editor piano roll that is the "parent" of this class.

Returns

Returns true if a modification occurred, and sets the perform modified flag based on that result.

Implements seq64::AbstractPerfInput.

13.14.2.4 update_mouse_pointer()

```
void seq64::FruityPerfInput::update_mouse_pointer (
            perfroll & roll )  [private]
```

Note that perform::convert_xy() returns its values via side-effects on the last two parameters.

Parameters

roll	The song editor piano roll that is the "parent" of this class.

13.14.2.5 on_left_button_pressed()

```
bool seq64::FruityPerfInput::on_left_button_pressed (
            GdkEventButton * ev,
            perfroll & roll )  [private]
```

It can handle splitting triggers (?), adding notes, and the following clicks to resize the event, or move it, depending on where clicked:

```
-   clicked left side: begin a grow/shrink for the left side
-   clicked right side: grow/shrink the right side
-   clicked in the middle - move it
```

I don't get it, though... all three buttons are handled in the generic button-press callback. Oh, this is just a helper function.

Parameters

ev	The left-button-press event to process.
roll	The song editor piano roll that is the "parent" of this class.

Returns

Now returns true if a modification occurred.

13.14.2.6 on_right_button_pressed()

```
bool seq64::FruityPerfInput::on_right_button_pressed (
            GdkEventButton * ev,
            perfroll & roll )  [private]
```

I don't get it, though... all three buttons are handled in the generic button-press callback. Oh, this is a helper function.

Parameters

ev	The right-button-press event to process.
roll	The song editor piano roll that is the "parent" of this class.

Returns

Returns true if a modification occurred.

13.14.2.7 activate_adding()

```
virtual void seq64::FruityPerfInput::activate_adding (
            bool ,
            perfroll &  )  [inline], [private], [virtual]
```

Implements seq64::AbstractPerfInput.

13.14.2.8 handle_motion_key()

```
virtual bool seq64::FruityPerfInput::handle_motion_key (
            bool ,
            perfroll &  )  [inline], [private], [virtual]
```

Implements seq64::AbstractPerfInput.

13.14.3 Friends And Related Function Documentation

13.14.3.1 perfroll

```
friend class perfroll  [friend]
```

13.14.4 Field Documentation

13.14.4.1 m_current_x

```
long seq64::FruityPerfInput::m_current_x  [private]
```

13.14.4.2 m_current_y

```
long seq64::FruityPerfInput::m_current_y  [private]
```

13.15 seq64::FruitySeqEventInput Struct Reference

This structure implements the interaction methods for the "fruity" mode of operation.

Public Member Functions

- FruitySeqEventInput ()

  Default constructor.
- void update_mouse_pointer (seqevent &ths)

  Provides support for a context-sensitive mouse.
- bool on_button_press_event (GdkEventButton *ev, seqevent &ths)

  Implements the on-button-press event callback.
- bool on_button_release_event (GdkEventButton *ev, seqevent &ths)

  Implements the on-button-release callback.
- bool on_motion_notify_event (GdkEventMotion *ev, seqevent &ths)

  Implements the on-motion-notify callback.

Data Fields

- bool m_justselected_one

  Indicates that the left mouse button was click to start a selection.
- bool m_is_drag_pasting_start

  Set to true when the mouse button is pressed and we're starting to drag some notes to move them and paste them to a different location.
- bool m_is_drag_pasting

  Set to true when the left mouse button is pressed for dragging and pasting, set to false when the mouse button is released to drop the pasted items.

13.15.1 Constructor & Destructor Documentation

13.15.1.1 FruitySeqEventInput()

```
seq64::FruitySeqEventInput::FruitySeqEventInput ( )  [inline]
```

13.15.2 Member Function Documentation

13.15.2.1 update_mouse_pointer()

```
void seq64::FruitySeqEventInput::update_mouse_pointer (
            seqevent & seqev )
```

Parameters

seqev	Provides the seqevent pane (actually a strip on the seqedit window) to update to show the proper mouse cursor (left pointer, center pointer, and pencil).

13.15.2.2 on_button_press_event()

```
bool seq64::FruitySeqEventInput::on_button_press_event (
            GdkEventButton * ev,
            seqevent & seqev )
```

Handles dragging and other actions.

The first thing is to set the values for dragging, then reset the box that holds the dirty redraw spot. If pasting, undo the clipboard, and paste the selected events.

Otherwise, process the mouse actions. The current steps shown below are my initial guesses, to be verified at some point.

1. Left button:
   (a) Click:
      i. A click and release without a drag, or without a Ctrl-Shift, deselects the events.
      ii. A direct click on an event selects only that event.
   (b) Click-drag:
      i. If events already selected, adds note and length to the selected notes.
      ii. Otherwise, select the notes and events.
      iii. If no events selected in the end, undo the selection.

- Ctrl-left button:
  - TODO.

The opening part of this function matches that of Seq24SeqEventInput :: on_button_press_event().

Parameters

ev	The button event for the press of a mouse button.
seqev	Provides the seqevent strip to be affected by this button event.

Returns

Returns true if a modification was made. It used to return true all the time.

13.15.2.3 on_button_release_event()

```
bool seq64::FruitySeqEventInput::on_button_release_event (
            GdkEventButton * ev,
            seqevent & seqev )
```

Parameters

ev	The button event for the press of a mouse button.
seqev	Provides the seqevent strip to be affected by this button event.

Returns

Returns true if a modification was made. It used to return true all the time.

13.15.2.4 on_motion_notify_event()

```
bool seq64::FruitySeqEventInput::on_motion_notify_event (
            GdkEventMotion * ev,
            seqevent & seqev )
```

Parameters

ev	The button event for the press of a mouse button.
seqev	Provides the seqevent strip to be affected by this button event.

Returns

Returns true if a modification occurred, and sets the perform modified flag based on that result.

13.15.3 Field Documentation

13.15.3.1 m_justselected_one

```
bool seq64::FruitySeqEventInput::m_justselected_one
```

13.15.3.2 m_is_drag_pasting_start

```
bool seq64::FruitySeqEventInput::m_is_drag_pasting_start
```

13.15.3.3 m_is_drag_pasting

```
bool seq64::FruitySeqEventInput::m_is_drag_pasting
```

13.16 seq64::FruitySeqRollInput Class Reference

Implements the fruity mouse interaction paradigm for the seqroll.

Public Member Functions

- FruitySeqRollInput ()
  Default constructor.
- void update_mouse_pointer (seqroll &ths)
  Updates the mouse pointer, implementing a context-sensitive mouse.
- bool on_button_press_event (GdkEventButton ∗ev, seqroll &ths)
  Implements the fruity on-button-press callback.
- bool on_button_release_event (GdkEventButton ∗ev, seqroll &ths)
  Implements the fruity handling for the on-button-release event.
- bool on_motion_notify_event (GdkEventMotion ∗ev, seqroll &ths)
  Implements the fruity handling for the on-motion-notify event.

Private Attributes

- bool m_erase_painting

  Set to tru if we hold the right mouse button down (in "fruity" mode) and start to drag the mouse around, erasing notes.
- int m_drag_paste_start_pos [2]

  Holds the original position of the mouse when ctrl-left-click-drag is done, and is used to make sure that the action doesn't occur until a movement of at least 6 pixels has occurred, to avoid unintended actions caused by minimal jitter in the user's hands.

13.16.1 Constructor & Destructor Documentation

13.16.1.1 FruitySeqRollInput()

```
seq64::FruitySeqRollInput::FruitySeqRollInput ( )  [inline]
```

13.16.2 Member Function Documentation

13.16.2.1 update_mouse_pointer()

```
void seq64::FruitySeqRollInput::update_mouse_pointer (
            seqroll & sroll )
```

Parameters

sroll	Provides the "parent" of this interaction class.

13.16.2.2 on_button_press_event()

```
bool seq64::FruitySeqRollInput::on_button_press_event (
            GdkEventButton * ev,
            seqroll & sroll )
```

This function now uses the needs_update flag to determine if the perform object should modify().

Parameters

ev	The button event.
sroll	The parent of this "fruity" interaction class.

Returns

Returns the value of needs_update. It used to return only true.

13.16.2.3 on_button_release_event()

```
bool seq64::FruitySeqRollInput::on_button_release_event (
            GdkEventButton * ev,
            seqroll & sroll )
```

Parameters

ev	The button event.
sroll	The parent of this "fruity" interaction class.

Returns

Returns the value of needs_update. It used to return only true.

If in moving mode, adjust for snap and convert deltas into screen coordinates. Since delta_note was from delta_y, it will be flipped (delta_y[0] = note[127], etc.), so we have to adjust.

13.16.2.4 on_motion_notify_event()

```
bool seq64::FruitySeqRollInput::on_motion_notify_event (
            GdkEventMotion * ev,
            seqroll & sroll )
```

Parameters

ev	The motion event.
sroll	The parent of this "fruity" interaction class. (Why not just inherit and save all these indirect accesses to the seqroll? Well, that would make it more difficult to change the mode of interation, in the Options menu, on the fly.)

Returns

Returns the value of needs_update.

In "fruity" interatction mode, ctrl-left-click-drag on selected note(s) starts a copy/unselect/paste. Doesn't begin the paste until the mouse moves a few pixels, to filter out the unsteady hand.

13.16.3 Field Documentation

13.16.3.1 m_erase_painting

```
bool seq64::FruitySeqRollInput::m_erase_painting  [private]
```

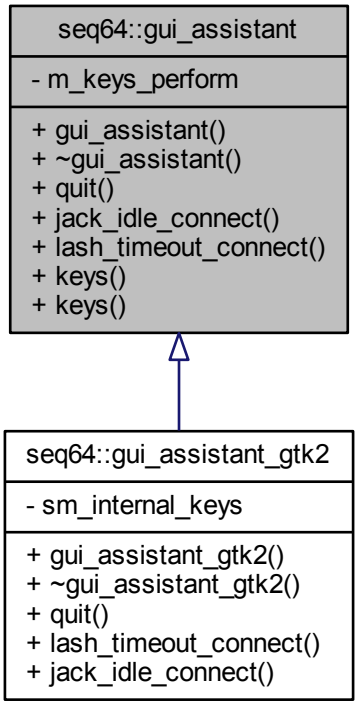
13.16.3.2 m_drag_paste_start_pos

```
int seq64::FruitySeqRollInput::m_drag_paste_start_pos[2]  [private]
```

13.17 seq64::gui_assistant Class Reference

This class provides an interface for some of the GUI support needed in Sequencer64.

Inheritance diagram for seq64::gui_assistant:



Public Member Functions

- gui_assistant (keys_perform &kp)

  This constructor wires in some externally (for now) created objects.
- virtual ~gui_assistant ()

  Stock base-class implementation of a virtual destructor.
- virtual void quit ()=0
- virtual void jack_idle_connect (jack_assistant &jack)=0
- virtual void lash_timeout_connect (lash *lashobject)=0
- const keys_perform & keys () const

  'Getter' function for member m_keys_perform The const getter.
- keys_perform & keys ()

  'Getter' function for member m_keys_perform The un-const getter.

Private Attributes

- keys_perform & m_keys_perform

  Provides a reference to the app-specific GUI-specific keys_perform-derived object that an application is going to use for handling sequence-control keys.

13.17.1 Detailed Description

It also contain a number of helper objects that all kind of go together; only this assistant object will need to be passed around (by non-GUI code).

13.17.2 Constructor & Destructor Documentation

13.17.2.1 gui_assistant()

```
seq64::gui_assistant::gui_assistant (
            keys_perform & kp )
```

Parameters

kp	Provides a set of key codes to be used by the perform object to control patterns and their performance.

13.17.2.2 ~gui_assistant()

```
virtual seq64::gui_assistant::~gui_assistant ( )  [inline], [virtual]
```

13.17.3 Member Function Documentation

13.17.3.1 quit()

```
virtual void seq64::gui_assistant::quit ( )  [pure virtual]
```

Implemented in seq64::gui_assistant_gtk2.

13.17.3.2 jack_idle_connect()

```
virtual void seq64::gui_assistant::jack_idle_connect (
            jack_assistant & jack )  [pure virtual]
```

Implemented in seq64::gui_assistant_gtk2.

13.17.3.3 lash_timeout_connect()

```
virtual void seq64::gui_assistant::lash_timeout_connect (
            lash * lashobject )  [pure virtual]
```

Implemented in seq64::gui_assistant_gtk2.

13.17.3.4 keys() [1/2]

```
const keys_perform& seq64::gui_assistant::keys ( ) const  [inline]
```

13.17.3.5 keys() [2/2]

```
keys_perform& seq64::gui_assistant::keys ( )  [inline]
```

13.17.4 Field Documentation

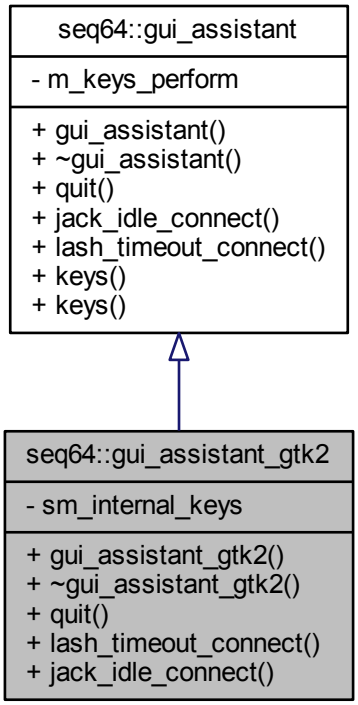
13.17.4.1 m_keys_perform

```
keys_perform& seq64::gui_assistant::m_keys_perform  [private]
```

13.18 seq64::gui_assistant_gtk2 Class Reference

This class provides an interface for some of the Gtk/Gdk/Glib support needed in Sequencer64.

Inheritance diagram for seq64::gui_assistant_gtk2:



Public Member Functions

- gui_assistant_gtk2 ()

  This class provides an interface for some of the Gtk/Gdk/Glib support needed in Sequencer64.
- virtual ~gui_assistant_gtk2 ()

  Virtual classes require a virtual destructor.
- virtual void quit ()

  Calls the Glib Main object's quit() function.
- virtual void lash_timeout_connect (lash *lashobject)

  Connects the LASH timeout-event callback to the Glib timeout object.
- virtual void jack_idle_connect (jack_assistant &jack)

  Connects the JACK session-event callback to the Glib idle object.

Static Private Attributes

- static keys_perform_gtk2 sm_internal_keys

  Provides a pre-made keys_perform object.

13.18.1 Constructor & Destructor Documentation

13.18.1.1 gui_assistant_gtk2()

```
seq64::gui_assistant_gtk2::gui_assistant_gtk2 ( )
```

13.18.1.2 ~gui_assistant_gtk2()

```
virtual seq64::gui_assistant_gtk2::~gui_assistant_gtk2 ( )  [inline], [virtual]
```

13.18.2 Member Function Documentation

13.18.2.1 quit()

```
void seq64::gui_assistant_gtk2::quit ( )  [virtual]
```

Implements seq64::gui_assistant.

13.18.2.2 lash_timeout_connect()

```
void seq64::gui_assistant_gtk2::lash_timeout_connect (
            lash * lashobject )  [virtual]
```

The time-out value is set to 250 ms.

Implements seq64::gui_assistant.

13.18.2.3 jack_idle_connect()

```
void seq64::gui_assistant_gtk2::jack_idle_connect (
            jack_assistant & jack )  [virtual]
```

If JACK session support is not enabled, we might emit a message. This mainly prevents a compiler warning about an unused parameter.

Implements seq64::gui_assistant.

13.18.3 Field Documentation

13.18.3.1 sm_internal_keys

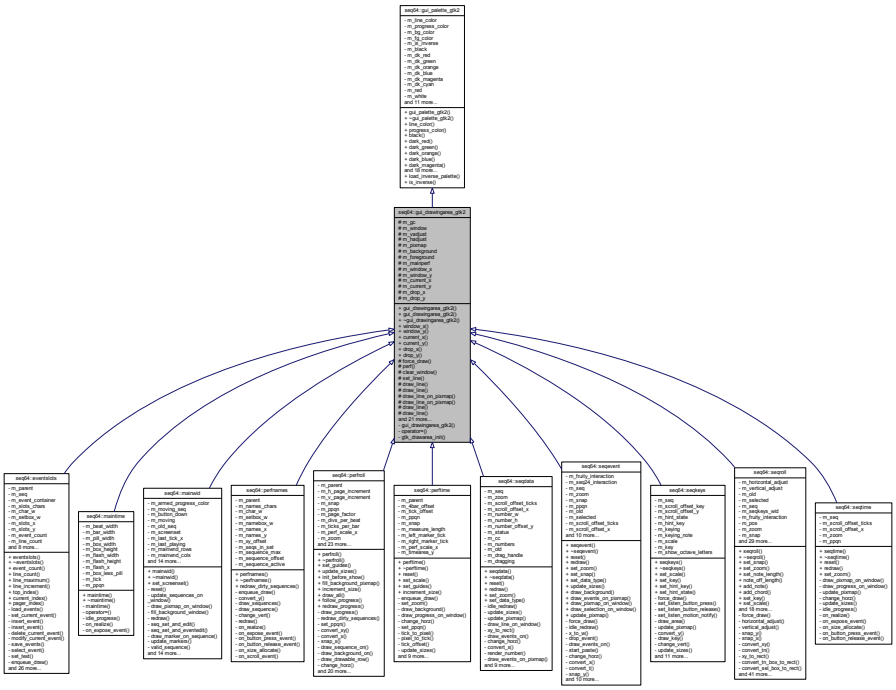
```
keys_perform_gtk2 seq64::gui_assistant_gtk2::sm_internal_keys  [static], [private]
```

This object is set into the reference provided in the gui_assistant base class.

13.19 seq64::gui_drawingarea_gtk2 Class Reference

Implements the basic drawing areas of the application.

Inheritance diagram for seq64::gui_drawingarea_gtk2:



Data Structures

- struct rect

  A small helper structure representing a rectangle.

Public Member Functions

- gui_drawingarea_gtk2 (perform &p, int window_x=0, int window_y=0)

  Perform-only constructor.
- gui_drawingarea_gtk2 (perform &a_perf, Gtk::Adjustment &a_hadjust, Gtk::Adjustment &a_vadjust, int window_x=0, int window_y=0)

  Principal constructor.
- virtual ~gui_drawingarea_gtk2 ()

  Provides a destructor to delete allocated objects.
- int window_x () const

  'Getter' function for member m_window_x
- int window_y () const

  'Getter' function for member m_window_y
- int current_x () const

  'Getter' function for member m_current_x
- int current_y () const

  'Getter' function for member m_current_y
- int drop_x () const

  'Getter' function for member m_drop_x
- int drop_y () const

  'Getter' function for member m_drop_y

Protected Member Functions

- virtual void force_draw ()

  Provides a common function for redrawing.
- perform & perf ()

  'Getter' function for member m_mainperf
- void clear_window ()

  Clears the main window.
- void set_line (Gdk::LineStyle ls, int width=1)

  A small wrapper function for readability in line-drawing.
- void draw_line (int x1, int y1, int x2, int y2)

  A small wrapper function to draw a line on the window.
- void draw_line (const Color &c, int x1, int y1, int x2, int y2)

  A small wrapper function to draw a line on the window after setting the given foreground color.
- void draw_line_on_pixmap (int x1, int y1, int x2, int y2)

  A small wrapper function to draw a line on the pixmap.
- void draw_line_on_pixmap (const Color &c, int x1, int y1, int x2, int y2)

  A small wrapper function to draw a line on the pixmap after setting the given foreground color.
- void draw_line (Glib::RefPtr< Gdk::Pixmap > &pixmap, int x1, int y1, int x2, int y2)

  A small wrapper function to draw a line on any pixmap (not a drawable, though, due to a compiler error after setting the given foreground color.
- void draw_line (Glib::RefPtr< Gdk::Pixmap > &pixmap, const Color &c, int x1, int y1, int x2, int y2)

  A small wrapper function to draw a line on the pixmap after setting the given foreground color.
- void draw_line (Glib::RefPtr< Gdk::Drawable > &drawable, int x1, int y1, int x2, int y2)

  A small wrapper function to draw a line on any pixmap (not a drawable, though, due to a compiler error after setting the given foreground color.
- void draw_line (Glib::RefPtr< Gdk::Drawable > &drawable, const Color &c, int x1, int y1, int x2, int y2)

  A small wrapper function to draw a line on the drawable after setting the given foreground color.
- void render_string (int x, int y, const std::string &s, font::Color color, bool invert=false)

A small wrapper function for readability in string-drawing to the window.

- void render_string_on_pixmap (int x, int y, const std::string &s, font::Color color, bool invert=false)

  A small wrapper function for readability in string-drawing to the pixmap.
- void draw_rectangle (int x, int y, int lx, int ly, bool fill=true)

  A small wrapper function for readability in box-drawing on the window.
- void draw_rectangle (const Color &c, int x, int y, int lx, int ly, bool fill=true)

  A small wrapper function for readability in box-drawing.
- void draw_rectangle (Glib::RefPtr< Gdk::Drawable > &drawable, int x, int y, int lx, int ly, bool fill=true)

  A small wrapper function for readability in box-drawing on a "drawable" context, where the foreground color has already been specified.
- void draw_rectangle (Glib::RefPtr< Gdk::Drawable > &drawable, const Color &c, int x, int y, int lx, int ly, bool fill=true)

  A small wrapper function for readability in box-drawing on any drawable context.
- void draw_rectangle (Glib::RefPtr< Gdk::Pixmap > &pixmap, int x, int y, int lx, int ly, bool fill=true)

  A small wrapper function for readability in box-drawing on a "pixmap" context, where the foreground color has already been specified.
- void draw_rectangle (Glib::RefPtr< Gdk::Pixmap > &pixmap, const Color &c, int x, int y, int lx, int ly, bool fill=true)

  A small wrapper function for readability in box-drawing on any pixmap context.
- void draw_rectangle_on_pixmap (int x, int y, int lx, int ly, bool fill=true)

  A small wrapper function for readability in box-drawing on the pixmap.
- void draw_rectangle_on_pixmap (const Color &c, int x, int y, int lx, int ly, bool fill=true)

  A small wrapper function for readability in box-drawing on the pixmap.
- void draw_normal_rectangle_on_pixmap (int x, int y, int lx, int ly, bool fill=true)

  A small wrapper function for readability in box-drawing on the pixmap.
- void draw_drawable (int xsrc, int ysrc, int xdest, int ydest, int width, int height)

  Provides the most common use case for redrawing.
- void scroll_hadjust (Gtk::Adjustment &hadjust, double step)

  This function provides optimization for the on_scroll_event() functions, and should provide support for having the seqedit/seqroll/seqtime/seqdata panes follow the scrollbar, in a future upgrade (now partly in place).
- void scroll_vadjust (Gtk::Adjustment &vadjust, double step)

  This function is the vertical version of the scroll_hadjust() function, intended for adding keystroke vertical scrolling using the Page-Up and Page-Down keys, as a new feature of Sequencer64.
- void scroll_hset (Gtk::Adjustment &hadjust, double value)
- void scroll_vset (Gtk::Adjustment &vadjust, double value)
- void set_current_drop_x (int x)

  Sets the current x value and the drop x value.
- void set_current_drop_y (int y)

  Sets the current y value and the drop y value.
- void on_realize ()

  For this GTK callback, on realization of window, initialize the shiz.

Protected Attributes

- Glib::RefPtr< Gdk::GC > m_gc

  The graphics context, which is required for ever drawing and rendering operation.
- Glib::RefPtr< Gdk::Window > m_window

  Provides the default "window".
- Gtk::Adjustment & m_vadjust

  Provides an object for vertical "adjustments".
- Gtk::Adjustment & m_hadjust

Provides an object for horizontal "adjustments".

- Glib::RefPtr< Gdk::Pixmap > m_pixmap

  Provides the default "pixmap".

- Glib::RefPtr< Gdk::Pixmap > m_background

  Another pixmap, used for backgrounds.

- Glib::RefPtr< Gdk::Pixmap > m_foreground

  Another pixmap, used for foregrounds.

- perform & m_mainperf

  A frequent hook into the main perform object.

- int m_window_x

  Window sizes.

- int m_window_y

  Window height value.

- int m_current_x

  The x and y value of the current location of the mouse (during dragging?)

- int m_current_y

  Current mouse y value.

- int m_drop_x

  These values are used when roping and highlighting a bunch of events.

- int m_drop_y

  Current mouse y-drop value.

Private Member Functions

- gui_drawingarea_gtk2 (const gui_drawingarea_gtk2 &)
- gui_drawingarea_gtk2 & operator= (const gui_drawingarea_gtk2 &)
- void gtk_drawarea_init ()

  Does basic initialization for each of the constructors.

Additional Inherited Members

13.19.1 Detailed Description

Note that this class really "isn't" a gui_pallete_gtk2; it should simply "have" one. But that base class must be derived from Gtk::DrawingArea. We don't want to waste some space by using a "has-a" relationship, and also put up with having to access the palette indirectly. So, in this case, we tolerate the less strict implementation.

13.19.2 Constructor & Destructor Documentation

13.19.2.1 gui_drawingarea_gtk2() [1/3]

```
seq64::gui_drawingarea_gtk2::gui_drawingarea_gtk2 (
            const gui_drawingarea_gtk2 &  )  [private]
```

13.19.2.2 gui_drawingarea_gtk2() [2/3]

```
seq64::gui_drawingarea_gtk2::gui_drawingarea_gtk2 (
            perform & p,
            int window_x = 0,
            int window_y = 0 )
```

13.19.2.3 gui_drawingarea_gtk2() [3/3]

```
seq64::gui_drawingarea_gtk2::gui_drawingarea_gtk2 (
            perform & a_perf,
            Gtk::Adjustment & a_hadjust,
            Gtk::Adjustment & a_vadjust,
            int window_x = 0,
            int window_y = 0 )
```

13.19.2.4 ~gui_drawingarea_gtk2()

```
seq64::gui_drawingarea_gtk2::~gui_drawingarea_gtk2 ( )  [virtual]
```

13.19.3 Member Function Documentation

13.19.3.1 operator=()

```
gui_drawingarea_gtk2& seq64::gui_drawingarea_gtk2::operator= (
            const gui_drawingarea_gtk2 &  )  [private]
```

13.19.3.2 window_x()

```
int seq64::gui_drawingarea_gtk2::window_x ( ) const  [inline]
```

13.19.3.3 window_y()

```
int seq64::gui_drawingarea_gtk2::window_y ( ) const  [inline]
```

13.19.3.4 current_x()

```
int seq64::gui_drawingarea_gtk2::current_x ( ) const  [inline]
```

13.19.3.5 current_y()

```
int seq64::gui_drawingarea_gtk2::current_y ( ) const  [inline]
```

13.19.3.6 drop_x()

```
int seq64::gui_drawingarea_gtk2::drop_x ( ) const  [inline]
```

13.19.3.7 drop_y()

```
int seq64::gui_drawingarea_gtk2::drop_y ( ) const  [inline]
```

13.19.3.8 force_draw()

```
virtual void seq64::gui_drawingarea_gtk2::force_draw ( )  [inline], [protected], [virtual]
```

This function forces a redraw. Some classes extend this function.

Reimplemented in seq64::seqroll, seq64::seqevent, and seq64::seqkeys.

13.19.3.9 perf()

```
perform& seq64::gui_drawingarea_gtk2::perf ( )  [inline], [protected]
```

13.19.3.10 clear_window()

```
void seq64::gui_drawingarea_gtk2::clear_window ( )  [inline], [protected]
```

One less need to access m_window directly.

13.19.3.11 set_line()

```
void seq64::gui_drawingarea_gtk2::set_line (
            Gdk::LineStyle ls,
            int width = 1 )  [inline], [protected]
```

Sets the attributes of a line to be drawn.

Parameters

ls	Provides the Gtk-specific line style.
width	Provides the width of the line to be drawn. It defaults to the most common value, 1.

13.19.3.12 draw_line() [1/6]

```
void seq64::gui_drawingarea_gtk2::draw_line (
            int x1,
            int y1,
```

```
int x2,
int y2 )  [inline], [protected]
```

Parameters

x1	The x coordinate of the starting point.
y1	The y coordinate of the starting point.
x2	The x coordinate of the ending point.
y2	The y coordinate of the ending point.

13.19.3.13 draw_line() [2/6]

```
void seq64::gui_drawingarea_gtk2::draw_line (
            const Color & c,
            int x1,
            int y1,
            int x2,
            int y2 )  [protected]
```

Parameters

c	The foreground color in which to draw the line.
x1	The x coordinate of the starting point.
y1	The y coordinate of the starting point.
x2	The x coordinate of the ending point.
y2	The y coordinate of the ending point.

13.19.3.14 draw_line_on_pixmap() [1/2]

```
void seq64::gui_drawingarea_gtk2::draw_line_on_pixmap (
            int x1,
            int y1,
            int x2,
            int y2 )  [inline], [protected]
```

Parameters

x1	The x coordinate of the starting point.
y1	The y coordinate of the starting point.
x2	The x coordinate of the ending point.
y2	The y coordinate of the ending point.

13.19.3.15 draw_line_on_pixmap() [2/2]

```
void seq64::gui_drawingarea_gtk2::draw_line_on_pixmap (
            const Color & c,
            int x1,
            int y1,
            int x2,
            int y2 )  [protected]
```

Parameters

c	The foreground color in which to draw the line.
x1	The x coordinate of the starting point.
y1	The y coordinate of the starting point.
x2	The x coordinate of the ending point.
y2	The y coordinate of the ending point.

13.19.3.16 draw_line() [3/6]

```
void seq64::gui_drawingarea_gtk2::draw_line (
            Glib::RefPtr< Gdk::Pixmap > & pixmap,
            int x1,
            int y1,
            int x2,
            int y2 )  [inline], [protected]
```

Parameters

pixmap	Provides the Gdk::Pixmap pointer needed to draw the line.
x1	The x coordinate of the starting point.
y1	The y coordinate of the starting point.
x2	The x coordinate of the ending point.
y2	The y coordinate of the ending point.

13.19.3.17 draw_line() [4/6]

```
void seq64::gui_drawingarea_gtk2::draw_line (
            Glib::RefPtr< Gdk::Pixmap > & pixmap,
            const Color & c,
            int x1,
            int y1,
            int x2,
            int y2 )  [protected]
```

Parameters

pixmap	Provides the Gdk::Drawable pointer needed to draw the line.
c	The foreground color in which to draw the line.
x1	The x coordinate of the starting point.
y1	The y coordinate of the starting point.
x2	The x coordinate of the ending point.
y2	The y coordinate of the ending point.

13.19.3.18 draw_line() [5/6]

```
void seq64::gui_drawingarea_gtk2::draw_line (
```

```
            Glib::RefPtr< Gdk::Drawable > & drawable,
            int x1,
            int y1,
            int x2,
            int y2 )  [inline], [protected]
```

Parameters

drawable	Provides the Gdk::Drawable pointer needed to draw the line.
x1	The x coordinate of the starting point.
y1	The y coordinate of the starting point.
x2	The x coordinate of the ending point.
y2	The y coordinate of the ending point.

13.19.3.19 draw_line() [6/6]

```
void seq64::gui_drawingarea_gtk2::draw_line (
            Glib::RefPtr< Gdk::Drawable > & drawable,
            const Color & c,
            int x1,
            int y1,
            int x2,
            int y2 )  [protected]
```

Parameters

drawable	Provides the Gdk::Drawable pointer needed to draw the line.
c	The foreground color in which to draw the line.
x1	The x coordinate of the starting point.
y1	The y coordinate of the starting point.
x2	The x coordinate of the ending point.
y2	The y coordinate of the ending point.

13.19.3.20 render_string()

```
void seq64::gui_drawingarea_gtk2::render_string (
            int x,
            int y,
            const std::string & s,
            font::Color color,
            bool invert = false )  [inline], [protected]
```

Parameters

x	The x-coordinate of the origin.
y	The y-coordinate of the origin.
s	The string to be drawn.
color	The color with which to draw the string.
invert	If true, apply color inversion, if active. Defaults to false.

13.19.3.21 render_string_on_pixmap()

```
void seq64::gui_drawingarea_gtk2::render_string_on_pixmap (
            int x,
            int y,
            const std::string & s,
            font::Color color,
            bool invert = false )  [inline], [protected]
```

Parameters

x	The x-coordinate of the origin.
y	The y-coordinate of the origin.
s	The string to be drawn.
color	The color with which to draw the string.
invert	If true, apply color inversion, if active. Defaults to false.

13.19.3.22 draw_rectangle() [1/6]

```
void seq64::gui_drawingarea_gtk2::draw_rectangle (
            int x,
            int y,
            int lx,
            int ly,
            bool fill = true )  [inline], [protected]
```

Parameters

x	The x-coordinate of the origin.
y	The y-coordinate of the origin.
lx	The width of the box.
ly	The height of the box.
fill	If true, fill the rectangle with the current foreground color, as set by m_gc->set_foreground(color). Defaults to true.

13.19.3.23 draw_rectangle() [2/6]

```
void seq64::gui_drawingarea_gtk2::draw_rectangle (
            const Color & c,
            int x,
            int y,
            int lx,
            int ly,
            bool fill = true )  [protected]
```

It adds setting the foreground color to the draw_rectangle() function.

Parameters

c	Provides the foreground color to set.

Parameters

x	The x-coordinate of the origin.
y	The y-coordinate of the origin.
lx	The width of the box.
ly	The height of the box.
fill	If true, fill the rectangle with the current foreground color, as set by m_gc->set_foreground(color). Defaults to true.

13.19.3.24 draw_rectangle() [3/6]

```
void seq64::gui_drawingarea_gtk2::draw_rectangle (
            Glib::RefPtr< Gdk::Drawable > & drawable,
            int x,
            int y,
            int lx,
            int ly,
            bool fill = true )  [inline], [protected]
```

Parameters

drawable	The object on which to draw the rectangle.
x	The x-coordinate of the origin.
y	The y-coordinate of the origin.
lx	The width of the box.
ly	The height of the box.
fill	If true, fill the rectangle with the current foreground color, as set by m_gc->set_foreground(color). Defaults to true.

13.19.3.25 draw_rectangle() [4/6]

```
void seq64::gui_drawingarea_gtk2::draw_rectangle (
            Glib::RefPtr< Gdk::Drawable > & drawable,
            const Color & c,
            int x,
            int y,
            int lx,
            int ly,
            bool fill = true )  [protected]
```

It also supports setting the foreground color to the draw_rectangle() function.

We have a number of such functions: for the main window, for the main pixmap, and for any drawing surface. Is the small bit of conciseness worth it?

Parameters

drawable	The surface on which to draw the box.
c	Provides the foreground color to set.
x	The x-coordinate of the origin.

Parameters

y	The y-coordinate of the origin.
lx	The width of the box.
ly	The height of the box.
fill	If true, fill the rectangle with the current foreground color, as set by m_gc->set_foreground(color). Defaults to true.

13.19.3.26 draw_rectangle() [5/6]

```
void seq64::gui_drawingarea_gtk2::draw_rectangle (
            Glib::RefPtr< Gdk::Pixmap > & pixmap,
            int x,
            int y,
            int lx,
            int ly,
            bool fill = true )  [inline], [protected]
```

Parameters

pixmap	The object on which to draw the rectangle.
x	The x-coordinate of the origin.
y	The y-coordinate of the origin.
lx	The width of the box.
ly	The height of the box.
fill	If true, fill the rectangle with the current foreground color, as set by m_gc->set_foreground(color). Defaults to true.

13.19.3.27 draw_rectangle() [6/6]

```
void seq64::gui_drawingarea_gtk2::draw_rectangle (
            Glib::RefPtr< Gdk::Pixmap > & pixmap,
            const Color & c,
            int x,
            int y,
            int lx,
            int ly,
            bool fill = true )  [protected]
```

It also supports setting the foreground color to the draw_rectangle() function.

We have a number of such functions: for the main window, for the main pixmap, and for any drawing surface. Is the small bit of conciseness worth it?

Parameters

pixmap	The surface on which to draw the box.
c	Provides the foreground color to set.
x	The x-coordinate of the origin.
y	The y-coordinate of the origin.

Parameters

lx	The width of the box.
ly	The height of the box.
fill	If true, fill the rectangle with the current foreground color, as set by m_gc->set_foreground(color). Defaults to true.

13.19.3.28 draw_rectangle_on_pixmap() [1/2]

```
void seq64::gui_drawingarea_gtk2::draw_rectangle_on_pixmap (
            int x,
            int y,
            int lx,
            int ly,
            bool fill = true )  [inline], [protected]
```

Parameters

x	The x-coordinate of the origin.
y	The y-coordinate of the origin.
lx	The width of the box.
ly	The height of the box.
fill	If true, fill the rectangle with the current foreground color, as set by m_gc->set_foreground(color). Defaults to true.

13.19.3.29 draw_rectangle_on_pixmap() [2/2]

```
void seq64::gui_drawingarea_gtk2::draw_rectangle_on_pixmap (
            const Color & c,
            int x,
            int y,
            int lx,
            int ly,
            bool fill = true )  [protected]
```

It adds setting the foreground color to the draw_rectangle() function.

Parameters

c	Provides the foreground color to set.
x	The x-coordinate of the origin.
y	The y-coordinate of the origin.
lx	The width of the box.
ly	The height of the box.
fill	If true, fill the rectangle with the current foreground color, as set by m_gc->set_foreground(color). Defaults to true.

13.19.3.30 draw_normal_rectangle_on_pixmap()

```
void seq64::gui_drawingarea_gtk2::draw_normal_rectangle_on_pixmap (
            int x,
            int y,
            int lx,
            int ly,
            bool fill = true )  [protected]
```

It uses Gtk to get the proper background styling for the rectangle.

Parameters

x	The x-coordinate of the origin.
y	The y-coordinate of the origin.
lx	The width of the box.
ly	The height of the box.
fill	If true, fill the rectangle with the current foreground color, as set by m_gc->set_foreground(color). Defaults to true.

13.19.3.31 draw_drawable()

```
void seq64::gui_drawingarea_gtk2::draw_drawable (
            int xsrc,
            int ysrc,
            int xdest,
            int ydest,
            int width,
            int height )  [inline], [protected]
```

13.19.3.32 scroll_hadjust()

```
void seq64::gui_drawingarea_gtk2::scroll_hadjust (
            Gtk::Adjustment & hadjust,
            double step )  [protected]
```

This function is currently duplicated in the gui_drawingarea_gtk2 and gui_window_gtk2 modules.

Parameters

hadjust	Provides a reference to the adjustment object to be adjusted. Do we really need this to be a parameter? Why not just use the m_hadjust member? (Note that this member is not present in the similar gui_window_gtk2 class.)
step	Provides the step value to use for adjusting the horizontal scrollbar. If negative, the adjustment is leftward. If positive, the adjustment is rightward. It can be the value of m_hadjust->get_step_increment(), or provided especially to keep up with the progress bar.

13.19.3.33 scroll_vadjust()

```
void seq64::gui_drawingarea_gtk2::scroll_vadjust (
```

```
            Gtk::Adjustment & vadjust,
            double step )  [protected]
```

Parameters

vadjust	Provides a reference to the adjustment object to be adjusted.
step	Provides the step value to use for adjusting the vertical scrollbar. If negative, the adjustment is upward. If positive, the adjustment is downward. It can be the value of m_vadjust->get_step_increment().

13.19.3.34 scroll_hset()

```
void seq64::gui_drawingarea_gtk2::scroll_hset (
            Gtk::Adjustment & hadjust,
            double value )  [protected]
```

13.19.3.35 scroll_vset()

```
void seq64::gui_drawingarea_gtk2::scroll_vset (
            Gtk::Adjustment & vadjust,
            double value )  [protected]
```

13.19.3.36 set_current_drop_x()

```
void seq64::gui_drawingarea_gtk2::set_current_drop_x (
            int x )  [inline], [protected]
```

Parameters

x	The x value to be set.

13.19.3.37 set_current_drop_y()

```
void seq64::gui_drawingarea_gtk2::set_current_drop_y (
            int y )  [inline], [protected]
```

Parameters

y	The y value to be set.

13.19.3.38 gtk_drawarea_init()

```
void seq64::gui_drawingarea_gtk2::gtk_drawarea_init ( )  [private]
```

13.19.3.39 on_realize()

```
void seq64::gui_drawingarea_gtk2::on_realize ( )  [protected]
```

It allocates any additional resources that weren't initialized in the constructor.

13.19.4 Field Documentation

13.19.4.1 m_gc

```
Glib::RefPtr<Gdk::GC> seq64::gui_drawingarea_gtk2::m_gc  [protected]
```

13.19.4.2 m_window

```
Glib::RefPtr<Gdk::Window> seq64::gui_drawingarea_gtk2::m_window  [protected]
```

Wrapper functions with undecorated wrapper names are used for accessing this item. We hope to be able to hide this items completely some day.

13.19.4.3 m_vadjust

```
Gtk::Adjustment& seq64::gui_drawingarea_gtk2::m_vadjust  [protected]
```

13.19.4.4 m_hadjust

```
Gtk::Adjustment& seq64::gui_drawingarea_gtk2::m_hadjust  [protected]
```

13.19.4.5 m_pixmap

```
Glib::RefPtr<Gdk::Pixmap> seq64::gui_drawingarea_gtk2::m_pixmap  [protected]
```

Wrapper functions with undecorated wrapper names are used for accessing this item. We hope to be able to hide this items completely some day.

13.19.4.6 m_background

```
Glib::RefPtr<Gdk::Pixmap> seq64::gui_drawingarea_gtk2::m_background  [protected]
```

Our wrappers still leave this member exposed (giggle).

13.19.4.7 m_foreground

```
Glib::RefPtr<Gdk::Pixmap> seq64::gui_drawingarea_gtk2::m_foreground  [protected]
```

Our wrappers still leave this member exposed.

13.19.4.8 m_mainperf

```
perform& seq64::gui_drawingarea_gtk2::m_mainperf  [protected]
```

We could move this into yet another base class, since a number of classes don't need it. Probably not worth the effort at this time.

13.19.4.9 m_window_x

```
int seq64::gui_drawingarea_gtk2::m_window_x  [protected]
```

Could make this constant, but some windows are resizable.Window width value.

13.19.4.10 m_window_y

```
int seq64::gui_drawingarea_gtk2::m_window_y  [protected]
```

13.19.4.11 m_current_x

```
int seq64::gui_drawingarea_gtk2::m_current_x  [protected]
```

Current mouse x value.

13.19.4.12 m_current_y

```
int seq64::gui_drawingarea_gtk2::m_current_y  [protected]
```

13.19.4.13 m_drop_x

```
int seq64::gui_drawingarea_gtk2::m_drop_x  [protected]
```

Provides the x and y value of where the dragging started.Current mouse x-drop value.

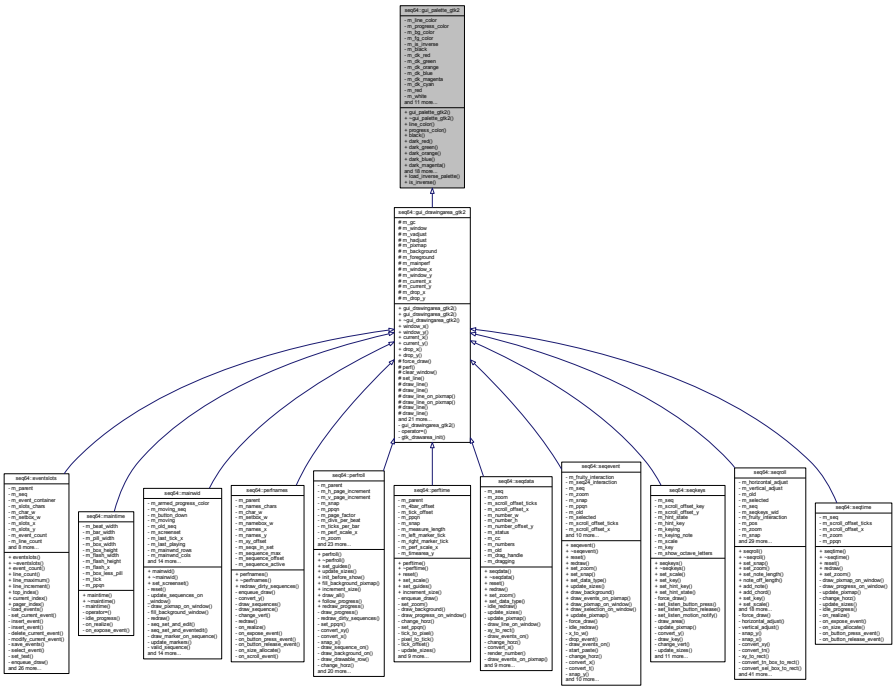
13.19.4.14 m_drop_y

```
int seq64::gui_drawingarea_gtk2::m_drop_y  [protected]
```

13.20 seq64::gui_palette_gtk2 Class Reference

Implements a stock palette of Gdk::Color elements.

Inheritance diagram for seq64::gui_palette_gtk2:



Public Member Functions

- gui_palette_gtk2 ()

  Principal constructor.
- ~gui_palette_gtk2 ()

  Provides a destructor to delete allocated objects.
- const Color & line_color () const

  'Getter' function for member m_line_color Provides an experimental way to change some line colors from black to something else.
- const Color & progress_color () const

  'Getter' function for member m_progress_color Provides an experimental way to change the progress line color from black to something else.
- const Color & black () const

  'Getter' function for member m_black Although these color getters return static values (if so compiled), these colors are used only in the window and drawing-area classes, so no need to make these functions static.
- const Color & dark_red () const

  'Getter' function for member m_dk_red
- const Color & dark_green () const

  'Getter' function for member m_dk_green
- const Color & dark_orange () const

  'Getter' function for member m_dk_orange
- const Color & dark_blue () const

  'Getter' function for member m_dk_blue

- const Color & dark_magenta () const
  'Getter' function for member m_dk_magenta
- const Color & dark_cyan () const
  'Getter' function for member m_dk_cyan
- const Color & white () const
  'Getter' function for member m_white
- const Color & grey () const
  'Getter' function for member m_grey
- const Color & dark_grey () const
  'Getter' function for member m_dk_grey
- const Color & light_grey () const
  'Getter' function for member m_lt_grey
- const Color & red () const
  'Getter' function for member m_red
- const Color & orange () const
  'Getter' function for member m_orange
- const Color & yellow () const
  'Getter' function for member m_yellow
- const Color & green () const
  'Getter' function for member m_green
- const Color & blue () const
  'Getter' function for member m_blue
- const Color & black_paint () const
  'Getter' function for member m_blk_paint
- const Color & white_paint () const
  'Getter' function for member m_wht_paint
- const Color & black_key () const
  'Getter' function for member m_blk_key
- const Color & white_key () const
  'Getter' function for member m_wht_key
- const Color & bg_color () const
  'Getter' function for member m_bg_color
- void bg_color (const Color &c)
  'Setter' function for member m_bg_color
- const Color & fg_color () const
  'Getter' function for member m_fg_color
- void fg_color (const Color &c)
  'Setter' function for member m_fg_color

Static Public Member Functions

- static void load_inverse_palette (bool inverse=true)
  Provides an alternate color palette, somewhat constrained by the colors in the font bitmaps.
- static bool is_inverse ()
  Indicates if the inverse color palette is loaded.

Protected Types

- typedef Gdk::Color Color
  Provides a type for the color object.

Private Attributes

- Color m_line_color

  Provides the line color.
- Color m_progress_color

  Provides the progress bar color.
- Color m_bg_color

  The current background color.
- Color m_fg_color

  The current foreground color.

Static Private Attributes

- static bool m_is_inverse

  Flags the presense of the inverse color palette.
- static const Color m_black

  Provides the black color.
- static const Color m_dk_red

  Provides a blood-red color.
- static const Color m_dk_green

  Provides a dark green color.
- static const Color m_dk_orange

  Provides a dark orange color.
- static const Color m_dk_blue

  Provides the dark blue color.
- static const Color m_dk_magenta

  Provides the dark cyan color.
- static const Color m_dk_cyan

  Provides the dark cyan color.
- static const Color m_red

  Provides the red color.
- static const Color m_white

  Provides the white color.
- static const Color m_orange

  Provides the orange color.
- static const Color m_yellow

  Provides the yellow color.
- static const Color m_green

  Provides the green color.
- static const Color m_blue

  Provides the blue color.
- static Color m_grey

  Provides the grey color.
- static Color m_dk_grey

  Provides the dark grey color.
- static Color m_lt_grey

  Provides the light grey color.
- static Color m_blk_paint

  An invertible black color.
- static Color m_wht_paint

An invertible white color.

- static Color m_blk_key

  Provides the color of a black key.

- static Color m_wht_key

  Provides the color of a white key.

13.20.1 Detailed Description

Note that this class must be derived from Gtk::DrawingArea (or Gtk::Widget) in order to get access to the get_↩ default_colormap() function used in the constructor.

13.20.2 Member Typedef Documentation

13.20.2.1 Color

```
typedef Gdk::Color seq64::gui_palette_gtk2::Color  [protected]
```

The following uses are made of each color:

- Black. The background color of armed patterns. The color of most lines in the user interface, including the main grid lines. The default color of progress lines and text.
- White. The default background color of just about everything drawn in the application.
- Grey. The color of minor grid lines and the markers for the currently-selected scale.
- Dark grey. The color of some grid lines, and the background of a queued pattern slot.
- Light grey. The color of some grid lines.
- Red. The optional color of progress bars.
- Orange. The fill-in color for selected notes and events.
- Dark orange. The color of selected event data lines and the color of the selection box for events to be pasted.
- Yellow. The background of the pattern and name slots for empty patterns. The text color for selected empty pattern slots.
- Green. Not yet used.
- Blue. Not yet used.
- Dark cyan. The background color of muted patterns currently in edit, or the pattern that contains the original data for an imported SMF 0 song. The text color of an unmuted pattern currently in edit. These colors apply to the pattern editor and the song editor. The color of the selected background pattern in the song editor.
- Line color. The generic line color, meant for expansion. Currently black.
- Progress color. The progress line color. Black by default, but can be set to red.
- Background color. The currently-in-use background color. Can vary a lot when a pixmap is being redrawn.
- Foreground color. The currently-in-use foreground color. Can vary a lot when a pixmap is being redrawn.

13.20.3 Constructor & Destructor Documentation

13.20.3.1 gui_palette_gtk2()

```
seq64::gui_palette_gtk2::gui_palette_gtk2 ( )
```

In the constructor one can only allocate colors; get_window() returns 0 because this window has not yet been realized. Also note that the possible color names that can be used are found in /usr/share/X11/rgb.txt.

13.20.3.2 ~gui_palette_gtk2()

```
seq64::gui_palette_gtk2::~gui_palette_gtk2 ( )
```

13.20.4 Member Function Documentation

13.20.4.1 load_inverse_palette()

```
void seq64::gui_palette_gtk2::load_inverse_palette (
            bool inverse = true )  [static]
```

Inverse is not a complete inverse. It is more like a "night" mode. However, there are still some bright colors even in this mode. Some colors, such as the selection color (orange) are the same in either mode.

Parameters

inverse	If true, load the alternate palette. Otherwise, load the default palette.

13.20.4.2 is_inverse()

```
static bool seq64::gui_palette_gtk2::is_inverse ( )  [inline], [static]
```

13.20.4.3 line_color()

```
const Color& seq64::gui_palette_gtk2::line_color ( ) const  [inline]
```

Might eventually be selectable from the "user" configuration file

13.20.4.4 progress_color()

```
const Color& seq64::gui_palette_gtk2::progress_color ( ) const  [inline]
```

Now selectable from the "user" configuration file.

13.20.4.5 black()

```
const Color& seq64::gui_palette_gtk2::black ( ) const  [inline]
```

13.20.4.6 dark_red()

```
const Color& seq64::gui_palette_gtk2::dark_red ( ) const  [inline]
```

13.20.4.7 dark_green()

```
const Color& seq64::gui_palette_gtk2::dark_green ( ) const  [inline]
```

13.20.4.8 dark_orange()

```
const Color& seq64::gui_palette_gtk2::dark_orange ( ) const  [inline]
```

13.20.4.9 dark_blue()

```
const Color& seq64::gui_palette_gtk2::dark_blue ( ) const  [inline]
```

13.20.4.10 dark_magenta()

```
const Color& seq64::gui_palette_gtk2::dark_magenta ( ) const  [inline]
```

13.20.4.11 dark_cyan()

```
const Color& seq64::gui_palette_gtk2::dark_cyan ( ) const  [inline]
```

13.20.4.12 white()

```
const Color& seq64::gui_palette_gtk2::white ( ) const  [inline]
```

13.20.4.13 grey()

```
const Color& seq64::gui_palette_gtk2::grey ( ) const  [inline]
```

13.20.4.14 dark_grey()

```
const Color& seq64::gui_palette_gtk2::dark_grey ( ) const  [inline]
```

13.20.4.15 light_grey()

```
const Color& seq64::gui_palette_gtk2::light_grey ( ) const  [inline]
```

13.20.4.16 red()

```
const Color& seq64::gui_palette_gtk2::red ( ) const  [inline]
```

13.20.4.17 orange()

```
const Color& seq64::gui_palette_gtk2::orange ( ) const  [inline]
```

13.20.4.18 yellow()

```
const Color& seq64::gui_palette_gtk2::yellow ( ) const  [inline]
```

13.20.4.19 green()

```
const Color& seq64::gui_palette_gtk2::green ( ) const  [inline]
```

13.20.4.20 blue()

```
const Color& seq64::gui_palette_gtk2::blue ( ) const  [inline]
```

13.20.4.21 black_paint()

```
const Color& seq64::gui_palette_gtk2::black_paint ( ) const  [inline]
```

13.20.4.22 white_paint()

```
const Color& seq64::gui_palette_gtk2::white_paint ( ) const  [inline]
```

13.20.4.23 black_key()

```
const Color& seq64::gui_palette_gtk2::black_key ( ) const  [inline]
```

13.20.4.24 white_key()

```
const Color& seq64::gui_palette_gtk2::white_key ( ) const  [inline]
```

13.20.4.25 bg_color() [1/2]

```
const Color& seq64::gui_palette_gtk2::bg_color ( ) const  [inline]
```

13.20.4.26 bg_color() [2/2]

```
void seq64::gui_palette_gtk2::bg_color (
            const Color & c )  [inline]
```

13.20.4.27 fg_color() [1/2]

```
const Color& seq64::gui_palette_gtk2::fg_color ( ) const  [inline]
```

13.20.4.28 fg_color() [2/2]

```
void seq64::gui_palette_gtk2::fg_color (
            const Color & c )  [inline]
```

13.20.5 Field Documentation

13.20.5.1 m_is_inverse

```
bool seq64::gui_palette_gtk2::m_is_inverse  [static], [private]
```

By default, the inverse color palette is not loaded.

13.20.5.2 m_black

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_black  [static], [private]
```

13.20.5.3 m_dk_red

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_dk_red  [static], [private]
```

13.20.5.4 m_dk_green

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_dk_green  [static], [private]
```

13.20.5.5 m_dk_orange

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_dk_orange  [static], [private]
```

13.20.5.6 m_dk_blue

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_dk_blue  [static], [private]
```

13.20.5.7 m_dk_magenta

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_dk_magenta  [static], [private]
```

13.20.5.8 m_dk_cyan

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_dk_cyan  [static], [private]
```

13.20.5.9 m_red

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_red  [static], [private]
```

13.20.5.10 m_white

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_white  [static], [private]
```

13.20.5.11 m_orange

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_orange  [static], [private]
```

13.20.5.12 m_yellow

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_yellow  [static], [private]
```

13.20.5.13 m_green

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_green  [static], [private]
```

13.20.5.14 m_blue

```
const STATIC_COLOR seq64::gui_palette_gtk2::m_blue  [static], [private]
```

13.20.5.15 m_grey

```
STATIC_COLOR seq64::gui_palette_gtk2::m_grey  [static], [private]
```

13.20.5.16 m_dk_grey

```
STATIC_COLOR seq64::gui_palette_gtk2::m_dk_grey  [static], [private]
```

13.20.5.17 m_lt_grey

```
STATIC_COLOR seq64::gui_palette_gtk2::m_lt_grey  [static], [private]
```

13.20.5.18 m_blk_paint

```
STATIC_COLOR seq64::gui_palette_gtk2::m_blk_paint  [static], [private]
```

13.20.5.19 m_wht_paint

```
STATIC_COLOR seq64::gui_palette_gtk2::m_wht_paint  [static], [private]
```

13.20.5.20 m_blk_key

```
STATIC_COLOR seq64::gui_palette_gtk2::m_blk_key  [static], [private]
```

13.20.5.21 m_wht_key

```
STATIC_COLOR seq64::gui_palette_gtk2::m_wht_key  [static], [private]
```

13.20.5.22 m_line_color

```
Color seq64::gui_palette_gtk2::m_line_color  [private]
```

13.20.5.23 m_progress_color

```
Color seq64::gui_palette_gtk2::m_progress_color  [private]
```

13.20.5.24 m_bg_color

```
Color seq64::gui_palette_gtk2::m_bg_color  [private]
```

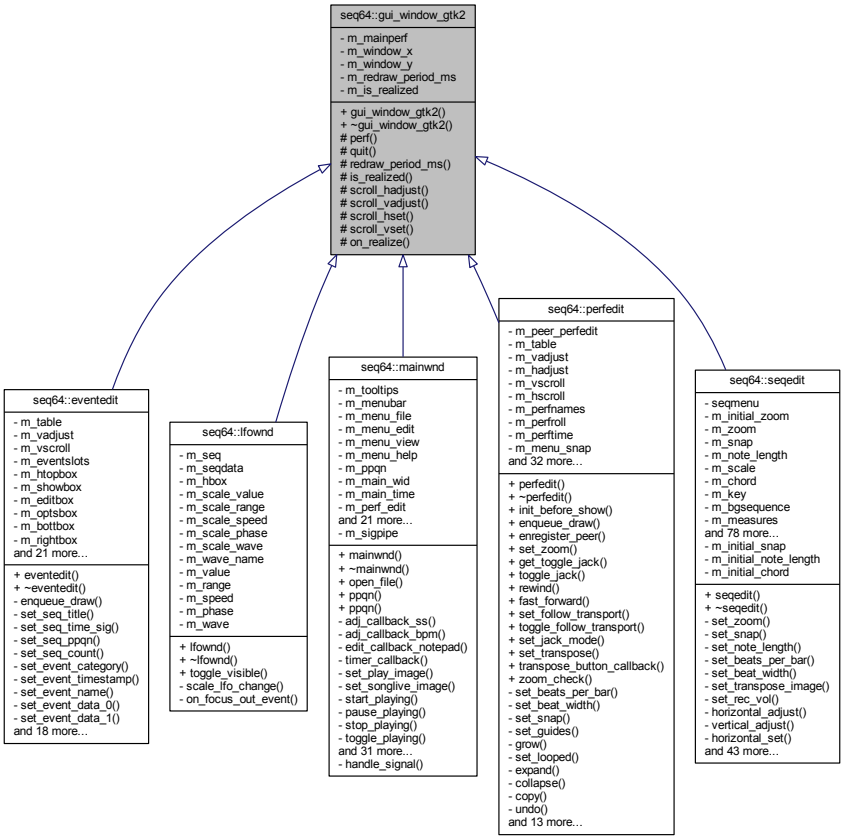
13.20.5.25 m_fg_color

```
Color seq64::gui_palette_gtk2::m_fg_color  [private]
```

13.21 seq64::gui_window_gtk2 Class Reference

This class supports a basic interface for Gtk::Window-derived objects.

Inheritance diagram for seq64::gui_window_gtk2:



Public Member Functions

- gui_window_gtk2 (perform &p, int window_x=0, int window_y=0)

  Principal constructor, has a reference to the all-important perform object.
- virtual ~gui_window_gtk2 ()

  This rote constructor does nothing.

Protected Member Functions

- perform & perf ()

  'Getter' function for member m_mainperf
- virtual void quit ()

  Provides "quit" functionality that WE HAVE OVERLOOKED!!! At some point we need to rectify this situation, probably for the sake of session support.
- int redraw_period_ms () const

  'Getter' function for member m_redraw_period_ms

- bool is_realized () const

  'Getter' function for member m_is_realized
- void scroll_hadjust (Gtk::Adjustment &hadjust, double step)

  This function provides optimization for the on_scroll_event() functions, and should provide support for having the seqedit/seqroll/seqtime/seqdata panes follow the scrollbar, in a future upgrade.
- void scroll_vadjust (Gtk::Adjustment &vadjust, double step)

  This function is the vertical version of scroll_hadjust().
- void scroll_hset (Gtk::Adjustment &hadjust, double value)

  This function is the horizontal scroll setter.
- void scroll_vset (Gtk::Adjustment &vadjust, double value)

  This function is the vertical scroll setter.
- void on_realize ()

  This callback function calls the base-class on_realize() function, and sets the m_is_realized flag.

Private Attributes

- perform & m_mainperf

  The master object, sort of a sequence buss for all of the sequence.
- int m_window_x

  Window sizes.
- int m_window_y

  The height of the window.
- int m_redraw_period_ms

  Provides the timer period for the eventedit timer, used to determine the rate of redrawing.
- bool m_is_realized

  Indicates if on_realize() has been called.

13.21.1 Constructor & Destructor Documentation

13.21.1.1 gui_window_gtk2()

```
seq64::gui_window_gtk2::gui_window_gtk2 (
            perform & p,
            int window_x = 0,
            int window_y = 0 )
```

Note

We've collected the redraw timeouts into a base-class member. Most were valued at c_redraw_ms (40 ms), but mainwnd used 25 ms, so beware. We will eventually make this a user-interface parameter.

Parameters

p	Refers to the main performance object.
window_x	The width of the window.
window_y	The height of the window.

13.21.1.2 ~gui_window_gtk2()

```
seq64::gui_window_gtk2::~gui_window_gtk2 ( )  [virtual]
```

13.21.2 Member Function Documentation

13.21.2.1 perf()

```
perform& seq64::gui_window_gtk2::perf ( )  [inline], [protected]
```

13.21.2.2 quit()

```
virtual void seq64::gui_window_gtk2::quit ( )  [inline], [protected], [virtual]
```

13.21.2.3 redraw_period_ms()

```
int seq64::gui_window_gtk2::redraw_period_ms ( ) const  [inline], [protected]
```

13.21.2.4 is_realized()

```
bool seq64::gui_window_gtk2::is_realized ( ) const  [inline], [protected]
```

13.21.2.5 scroll_hadjust()

```
void seq64::gui_window_gtk2::scroll_hadjust (
            Gtk::Adjustment & hadjust,
            double step )  [protected]
```

This function is currently duplicated in the gui_drawingarea_gtk2 and gui_window_gtk2 modules.

Parameters

hadjust	Provides a reference to the adjustment object to be adjusted.
step	Provides the step value to use for adjusting the horizontal scrollbar. If negative, the adjustment is leftward. If positive, the adjustment is rightward. It can be the value of m_hadjust->get_step_increment(), or provided especially to keep up with the progress bar.

13.21.2.6 scroll_vadjust()

```
void seq64::gui_window_gtk2::scroll_vadjust (
            Gtk::Adjustment & vadjust,
            double step )  [protected]
```

Parameters

vadjust	Provides a reference to the adjustment object to be adjusted.
step	Provides the step value to use for adjusting the vertical scrollbar. If greater than 0, the movement is downward. If less than zero, the movement is upward.

13.21.2.7 scroll_hset()

```
void seq64::gui_window_gtk2::scroll_hset (
            Gtk::Adjustment & hadjust,
            double value )  [protected]
```

Parameters

hadjust	Provides a reference to the adjustment object to be set. It is clamped as necessary.
value	Provides the value to use for setting the horizontal scrollbar.

13.21.2.8 scroll_vset()

```
void seq64::gui_window_gtk2::scroll_vset (
            Gtk::Adjustment & vadjust,
            double value )  [protected]
```

Parameters

vadjust	Provides a reference to the vertical adjustment object to be set. It is clamped as necessary.
value	Provides the value to use for setting the vertical scrollbar.

13.21.2.9 on_realize()

```
void seq64::gui_window_gtk2::on_realize ( )  [protected]
```

13.21.3 Field Documentation

13.21.3.1 m_mainperf

```
perform& seq64::gui_window_gtk2::m_mainperf  [private]
```

And a whole lot more than that.

13.21.3.2 m_window_x

```
int seq64::gui_window_gtk2::m_window_x  [private]
```

Could make this constant, but some windows are resizable.The width of the window.

13.21.3.3 m_window_y

```
int seq64::gui_window_gtk2::m_window_y  [private]
```

13.21.3.4 m_redraw_period_ms

```
int seq64::gui_window_gtk2::m_redraw_period_ms  [private]
```

This is currently hardwired to 40 ms in Linux, and 20 ms in Windows. Note that mainwnd used 25 ms.

13.21.3.5 m_is_realized

```
bool seq64::gui_window_gtk2::m_is_realized  [private]
```

In some cases, we don't want to draw in objects that haven't yet appeared, otherwise crashes occur.

13.22 seq64::jack_assistant Class Reference

This class provides the performance mode JACK support.

Public Member Functions

- jack_assistant (perform &parent, int bpminute=SEQ64_DEFAULT_BPM, int ppqn=SEQ64_USE_DEFAUL↩ T_PPQN, int bpm=SEQ64_DEFAULT_BEATS_PER_MEASURE, int beatwidth=SEQ64_DEFAULT_BEAT↩ _WIDTH)

  This constructor initializes a number of member variables, some of them public!
- ~jack_assistant ()

  The destructor doesn't need to do anything yet.
- perform & parent ()

  'Getter' function for member m_jack_parent Needed for external callbacks.
- const perform & parent () const

  'Getter' function for member m_jack_parent, const version
- bool is_running () const

  'Getter' function for member m_jack_running
- bool is_master () const

  'Getter' function for member m_jack_master
- int get_ppqn () const

  'Getter' function for member m_ppqn
- int get_beat_width () const

  'Getter' function for member m_beat_width
- void set_beat_width (int bw)

  'Setter' function for member m_beat_width
- int get_beats_per_measure () const

  'Getter' function for member m_beats_per_measure
- void set_beats_per_measure (int bpm)

  'Setter' function for member m_beats_per_measure
- int get_beats_per_minute () const

'Getter' function for member m_beats_per_minute

- void set_beats_per_minute (int bpminute)

  'Setter' function for member m_beats_per_minute For the future, changing the BPM (beats/minute) internally.
- jack_transport_state_t transport_state () const

  'Getter' function for member m_jack_transport_state
- bool transport_not_starting () const

  Returns true if the JACK transport state is not JackTransportStarting.
- bool init ()

  Initializes JACK support.
- bool deinit ()

  Tears down the JACK infrastructure.
- bool session_event ()

  Writes the MIDI file named "<jack session dir>-file.mid" using a midifile object, quits if told to by JACK, and can free the JACK session event.
- void start ()

  If JACK is supported, starts the JACK transport.
- void stop ()

  If JACK is supported, stops the JACK transport.
- void position (bool state, midipulse tick=0)

  If JACK is supported and running, sets the position of the transport to the new frame number, frame 0.
- bool output (jack_scratchpad &pad)

  Performance output function for JACK, called by the perform function of the same name.
- void set_ppqn (int ppqn)

  'Setter' function for member m_ppqn For the future, changing the PPQN internally.
- double get_jack_tick () const

  'Getter' function for member m_jack_tick
- const jack_position_t & get_jack_pos () const

  'Getter' function for member m_jack_pos
- void toggle_jack_mode ()
- void set_jack_mode (bool mode)
- bool get_jack_mode () const

  'Getter' function for member m_toggle_jack Seems misnamed.
- midipulse get_jack_stop_tick () const

  'Getter' function for member m_jack_stop_tick
- void set_jack_stop_tick (long tick)

  'Setter' function for member m_jack_stop_tick
- jack_nframes_t jack_frame_rate () const

  'Getter' function for member m_jack_frame_rate
- bool get_follow_transport () const

  'Getter' function for member m_follow_transport
- void set_follow_transport (bool aset)

  'Setter' function for member m_follow_transport
- void toggle_follow_transport ()

  'Setter' function for member m_follow_transport
- bool toggle_song_start_mode ()

  'Setter' function for member parent().toggle_song_start_mode()
- bool song_start_mode () const

  'Getter' function for member parent().song_start_mode()
- void set_start_from_perfedit (bool start)

  'Setter' function for member parent().start_from_perfedit()
- jack_client_t * client () const

'Getter' function for member m_jack_client

- const std::string & client_name () const

  'Getter' function for member m_jack_client_name

- const std::string & client_uuid () const

  'Getter' function for member m_jack_client_uuid

Private Member Functions

- void set_jack_running (bool flag)

  'Setter' function for member m_jack_running

- double tick_multiplier () const

  Convenience function for internal use.

- bool info_message (const std::string &msg)

  Common-code for console messages.

- bool error_message (const std::string &msg)

  Common-code for error messages.

- jack_client_t * client_open (const std::string &clientname)

  A more full-featured initialization for a JACK client, which is meant to be called by the init() function.

- void get_jack_client_info ()

  Tries to obtain the best information on the JACK client and the UUID assigned to this client.

- void show_statuses (unsigned bits)

  Loops through the full set of JACK bits, showing the information for any bits that are set in the given parameter.

- void show_position (const jack_position_t &pos) const

  Shows a one-line summary of a JACK position structure.

- int sync (jack_transport_state_t state=(jack_transport_state_t)(-1))

  A helper function for syncing up with JACK parameters.

- void set_position (midipulse currenttick)

  Provides the code that was effectively commented out in the perform::position_jack() function.

Private Attributes

- perform & m_jack_parent

  Provides the perform object that needs this JACK assistant/scratchpad class.

- jack_client_t * m_jack_client

  Provides a handle into JACK, so that the application, as a JACK client, can issue commands and retrieve status information from JACK.

- std::string m_jack_client_name

  A new member to hold the actual name of the client assigned by JACK.

- std::string m_jack_client_uuid

  A new member to hold the actual UUID of the client assigned by JACK.

- jack_nframes_t m_jack_frame_current

  Holds the current frame number obtained from JACK transport, via a call to jack_get_current_transport_frame().

- jack_nframes_t m_jack_frame_last

  Holds the last frame number we got from JACK, so that progress can be tracked.

- jack_position_t m_jack_pos

  Provides positioning information on JACK playback.

- jack_transport_state_t m_jack_transport_state

  Holds the JACK transport state.

- jack_transport_state_t m_jack_transport_state_last

Holds the last JACK transport state.

- double m_jack_tick

  The tick/pulse value derived from the current frame number, the ticks/beat value, the beats/minute value, and the frame rate.

- jack_session_event_t * m_jsession_ev

  Provides a kind of handle to the JACK session manager.

- bool m_jack_running

  Indicates if JACK Sync has been enabled successfully.

- bool m_jack_master

  Indicates if JACK Sync has been enabled successfully, with the application running as JACK Master.

- jack_nframes_t m_jack_frame_rate

  Holds the current frame rate.

- bool m_toggle_jack

  Ostensibly a toggle, the functions that access this member are called "jack_mode" functions.

- midipulse m_jack_stop_tick

  Used in jack_process_callback() to reposition when JACK transport is not rolling or starting.

- bool m_follow_transport

  TBD.

- int m_ppqn

  Holds the global PPQN value for the Sequencer64 session.

- int m_beats_per_measure

  Holds the song's beats/measure value for using in setting JACK position.

- int m_beat_width

  Holds the song's beat width value (denominator of the time signature) for using in setting JACK position.

- int m_beats_per_minute

  Holds the song's beats/minute (BPM) value for using in setting JACK position.

Static Private Attributes

- static jack_status_pair_t sm_status_pairs [ ]

  Pairs the JACK status bits with human-readable descriptions of each one.

Friends

- int jack_process_callback (jack_nframes_t nframes, void *arg)
- void jack_shutdown_callback (void *arg)

  This callback is to shut down JACK by clearing the jack_assistant :: m_jack_running flag.

- int jack_sync_callback (jack_transport_state_t state, jack_position_t *pos, void *arg)

  Global functions for JACK support and JACK sessions.

- void jack_timebase_callback (jack_transport_state_t state, jack_nframes_t nframes, jack_position_t *pos, int new_pos, void *arg)

  The JACK timebase function defined here sets the JACK position structure.

- void jack_session_callback (jack_session_event_t *ev, void *arg)

  Set the m_jsession_ev (event) value of the perform object.

13.22.1 Constructor & Destructor Documentation

13.22.1.1 jack_assistant()

```
seq64::jack_assistant::jack_assistant (
            perform & parent,
            int bpminute = SEQ64_DEFAULT_BPM,
            int ppqn = SEQ64_USE_DEFAULT_PPQN,
            int bpm = SEQ64_DEFAULT_BEATS_PER_MEASURE,
            int beatwidth = SEQ64_DEFAULT_BEAT_WIDTH )
```

Note that the perform object currently calls jack_assistant::init(), but that call could be made here instead.

Parameters

parent	Provides a reference to the main perform object that needs to control JACK event.
bpminute	The beats/minute to set up JACK to use (applies to Master setup).
ppqn	The parts-per-quarter-note setting in force for the present tune.
bpm	The beats/measure (time signature numerator) in force for the present tune.
beatwidth	The beat-width (time signature denominator) in force for the present tune.

13.22.1.2 ~jack_assistant()

```
seq64::jack_assistant::~jack_assistant ( )
```

The perform object currently calls jack_assistant::deinit(), but that call could be made here instead.

13.22.2 Member Function Documentation

13.22.2.1 parent() [1/2]

```
perform& seq64::jack_assistant::parent ( )  [inline]
```

13.22.2.2 parent() [2/2]

```
const perform& seq64::jack_assistant::parent ( ) const  [inline]
```

13.22.2.3 is_running()

```
bool seq64::jack_assistant::is_running ( ) const  [inline]
```

13.22.2.4 is_master()

```
bool seq64::jack_assistant::is_master ( ) const  [inline]
```

13.22.2.5 get_ppqn()

```
int seq64::jack_assistant::get_ppqn ( ) const  [inline]
```

13.22.2.6 get_beat_width()

```
int seq64::jack_assistant::get_beat_width ( ) const  [inline]
```

13.22.2.7 set_beat_width()

```
void seq64::jack_assistant::set_beat_width (
            int bw )  [inline]
```

Parameters

bw	Provides the beat-width (denominator of the time signature) value to set.

13.22.2.8 get_beats_per_measure()

```
int seq64::jack_assistant::get_beats_per_measure ( ) const  [inline]
```

13.22.2.9 set_beats_per_measure()

```
void seq64::jack_assistant::set_beats_per_measure (
            int bpm )  [inline]
```

Parameters

bpm	Provides the beats/measure (numerator of the time signature) value to set.

13.22.2.10 get_beats_per_minute()

```
int seq64::jack_assistant::get_beats_per_minute ( ) const  [inline]
```

13.22.2.11 set_beats_per_minute()

```
void seq64::jack_assistant::set_beats_per_minute (
            int bpminute )  [inline]
```

We should consider adding validation. However, perform::set_beats_per_minute() does validate already.

Parameters

bpminute	Provides the beats/minute value to set.

13.22.2.12 transport_state()

```
jack_transport_state_t seq64::jack_assistant::transport_state ( ) const  [inline]
```

13.22.2.13 transport_not_starting()

```
bool seq64::jack_assistant::transport_not_starting ( ) const  [inline]
```

13.22.2.14 init()

```
bool seq64::jack_assistant::init ( )
```

Then we become a new client of the JACK server.

A sync callback is needed for polling of slow-sync clients. But seq24/sequencer64 are not slow-sync clients. We don't really need to be a slow-sync client, as far as we can tell. We can't get JACK working exactly the way it does in seq24 without the callback in place. Plus, it does things important to the setup of JACK. So now this setup is permanent.

Jack transport settings:

```
There are three settings:  On, Master, and Master Conditional.
Currently, they can all be selected in the user-interface's File /
Options / JACK/LASH page.  We really want only the proper combinations
to be set, for clarity (the user-interface now takes care of this.  We
need to initialize if any of them are set, and the
rc_settings::with_jack() function tells us that.
```

jack_set_process_callback() patch:

```
Implemented first patch from freddix/seq24 GitHub project, to fix JACK
transport.  One line of code.  Well, we added some error-checking. :-)
Found some old notes on the Web the this patch really only works (to
prevent seq24 freeze) if seq24 is set as JACK Master, or if another
client application, such as Qtractor, is running as JACK Master (and
then seq24 will apparently follow it).
```

STAZED: The call to jack_timebase_callback() to supply jack with BBT, etc would occasionally fail when the *pos information had zero or some garbage in the pos.frame_rate variable. This would occur when there was a rapid change of frame position by another client... i.e. qjackctl. From the jack API:

"pos address of the position structure for the next cycle; pos->frame will be its frame number. If new_pos is FALSE, this structure contains extended position information from the current cycle. If TRUE, it contains whatever was set by the requester. The timebase_callback's task is to update the extended information here."

The "If TRUE" line seems to be the issue. It seems that qjackctl does not always set pos.frame_rate so we get garbage and some strange BBT calculations that display in qjackctl. So we need to set it here and just use m_↩ jack_frame_rate for calculations instead of pos.frame_rate.

Returns

Returns true if JACK is now considered to be running (or if it was already running.)

13.22.2.15 deinit()

```
bool seq64::jack_assistant::deinit ( )
```

Returns

Returns the value of m_jack_running, which should be false.

13.22.2.16 session_event()

```
bool seq64::jack_assistant::session_event ( )
```

ca 2015-07-24 Just a note: The OMA (OpenMandrivaAssociation) patch was already applied to seq24 v.0.9.2. It put quotes around the –file argument. However, the –file option doesn't work, so let's change that line.

```
sequencer64 --file \"${SESSION_DIR}file.mid\" --jack_session_uuid
```

Why are we using a Glib::ustring here? Convenience. But with C++11, we could use a lexical_cast<>. No more ustring, baby! It doesn't really matter; this function can call Gtk::Main::quit(), via the parent's gui().quit() function.

Returns

Always returns false.

13.22.2.17 start()

```
void seq64::jack_assistant::start ( )
```

This function assumes that m_jack_client is not null, if m_jack_running is true.

Found this note in the Hydrogen code:

```
When jack_transport_start() is called, it takes effect from the next
processing cycle.  The location info from the timebase_master, if
there is one, will not be available until the _next_ next cycle.  The
code must therefore wait one cycle before syncing up with
timebase_master.
```

13.22.2.18 stop()

```
void seq64::jack_assistant::stop ( )
```

This function assumes that m_jack_client is not null, if m_jack_running is true.

13.22.2.19 position()

```
void seq64::jack_assistant::position (
            bool songmode,
            midipulse tick = 0 )
```

This new position takes effect in two process cycles. If there are slow-sync clients and the transport is already rolling, it will enter the JackTransportStarting state and begin invoking their sync_callbacks until ready. This function is realtime-safe.

```
http://jackaudio.org/files/docs/html/transport-design.html
```

This position() function is called via perform::position_jack() in the mainwnd, perfedit, perfroll, and seqroll graphical user-interface support objects.

The code that was disabled sets the current tick to 0 or, if state was true, to the leftmost tick (which is probably the position of the L marker). The current tick is then converted to a frame number, and then we locate the transport to that position. We're going to enable this code, but make it dependent on a new boolean parameter that defaults to false, in anticipation of trying it out later.

Stazed:

```
The jack_frame calculation is all that is needed to change JACK
position The BBT calc can be sent but will be overridden by the first
call to jack_timebase_callback() of any Master set. If no Master is
set, then the BBT will display the new position but will not change
even if the transport is rolling. There is no need to send BBT on
position change - the fact that the function jack_transport_locate()
exists and only uses the frame position is proof that BBT is not
needed! Upon further reflection, why not send BBT?  Because other
programs do not.... let's follow convention.  The below calculation for
jack_transport_locate(), works, is simpler and does not send BBT. The
calculation for jack_transport_reposition() will be commented out
again.  The BBT call to jack_BBT_position() is not necessary to
change jack position!
```

Note that there are potentially a couple of divide-by-zero opportunities in this function.

Parameters

songmode	True if the caller wants to position while in Song mode.
tick	If using Song mode for this call then this value is set as the "current tick" value. If it's value is bad (SEQ64_NULL_MIDIPULSE), then this parameter is set to 0 before being used.

13.22.2.20 output()

```
bool seq64::jack_assistant::output (
            jack_scratchpad & pad )
```

This code comes from perform::output_func() from seq24.

Note

Follow up on this note found "out there": "Maybe I'm wrong but if I understood correctly, recent jack1 transport no longer goes into Jack_Transport_Starting state before going to Jack_Transport_Rolling (this was deliberately dropped), but seq24 currently needs this to start off with JACK transport." On the other hand, some people have no issues. This may have been due to the lack of m_jack_pos initialization.

Stazed:

```
Another note about JACK....  If another JACK client is supplying
tempo/BBT info that is different from seq42 (as Master), the perfroll
grid will be incorrect. Perfroll uses internal temp/BBT and cannot
update on the fly. Even if seq42 could support tempo/BBT changes, all
info would have to be available before the transport start, to work.
For this reason, the tempo/BBT info will be plugged from the seq42
internal settings here... always. This is the method used by probably
all other JACK clients with some sort of time-line. The JACK API
indicates that BBT is optional and AFIK, other sequencers only use
frame & frame_rate from JACK for internal calculations. The tempo and
BBT info is always internal. Also, if there is no Master set, then we
would need to plug it here to follow the JACK frame anyways.
```

Parameters

pad	Provide a JACK scratchpad for sharing certain items between the perform object and the jack_assistant object.

Returns

Returns true if JACK is running.

13.22.2.21 set_ppqn()

```
void seq64::jack_assistant::set_ppqn (
            int ppqn )  [inline]
```

We should consider adding validation. But it is used by perform.

Parameters

ppqn	Provides the PPQN value to set.

13.22.2.22 get_jack_tick()

```
double seq64::jack_assistant::get_jack_tick ( ) const  [inline]
```

13.22.2.23 get_jack_pos()

```
const jack_position_t& seq64::jack_assistant::get_jack_pos ( ) const  [inline]
```

13.22.2.24 toggle_jack_mode()

```
void seq64::jack_assistant::toggle_jack_mode ( )  [inline]
```

13.22.2.25 set_jack_mode()

```
void seq64::jack_assistant::set_jack_mode (
            bool mode )  [inline]
```

13.22.2.26 get_jack_mode()

```
bool seq64::jack_assistant::get_jack_mode ( ) const  [inline]
```

13.22.2.27 get_jack_stop_tick()

```
midipulse seq64::jack_assistant::get_jack_stop_tick ( ) const  [inline]
```

13.22.2.28 set_jack_stop_tick()

```
void seq64::jack_assistant::set_jack_stop_tick (
            long tick )  [inline]
```

13.22.2.29 jack_frame_rate()

```
jack_nframes_t seq64::jack_assistant::jack_frame_rate ( ) const  [inline]
```

13.22.2.30 get_follow_transport()

```
bool seq64::jack_assistant::get_follow_transport ( ) const  [inline]
```

13.22.2.31 set_follow_transport()

```
void seq64::jack_assistant::set_follow_transport (
            bool aset )  [inline]
```

13.22.2.32 toggle_follow_transport()

```
void seq64::jack_assistant::toggle_follow_transport ( )  [inline]
```

13.22.2.33 toggle_song_start_mode()

```
bool seq64::jack_assistant::toggle_song_start_mode ( )
```

13.22.2.34 song_start_mode()

```
bool seq64::jack_assistant::song_start_mode ( ) const
```

13.22.2.35 set_start_from_perfedit()

```
void seq64::jack_assistant::set_start_from_perfedit (
            bool start )
```

13.22.2.36 client()

```
jack_client_t* seq64::jack_assistant::client ( ) const  [inline]
```

13.22.2.37 client_name()

```
const std::string& seq64::jack_assistant::client_name ( ) const  [inline]
```

13.22.2.38 client_uuid()

```
const std::string& seq64::jack_assistant::client_uuid ( ) const  [inline]
```

13.22.2.39 set_jack_running()

```
void seq64::jack_assistant::set_jack_running (
            bool flag )  [inline], [private]
```

Parameters

flag	Provides the is-running value to set.

13.22.2.40 tick_multiplier()

```
double seq64::jack_assistant::tick_multiplier ( ) const  [inline], [private]
```

Should we change 4.0 to a member value? What does it mean?

Returns

Returns the multiplier to convert a JACK tick value according to the PPQN, ticks/beat, and beat-type settings.

13.22.2.41 info_message()

```
bool seq64::jack_assistant::info_message (
            const std::string & msg )  [private]
```

Adds markers and a newline.

Parameters

msg	The message to print, sans the newline.

Returns

Returns true.

13.22.2.42 error_message()

```
bool seq64::jack_assistant::error_message (
            const std::string & msg )  [private]
```

Adds markers, and sets m_jack_running to false.

Parameters

msg	The message to print, sans the newline.

Returns

Returns false for convenience/brevity in setting function return values.

13.22.2.43 client_open()

```
jack_client_t * seq64::jack_assistant::client_open (
            const std::string & clientname )  [private]
```

Status bits for jack_status_t return pointer:

```
JackNameNotUnique means that the client name was not unique. With
JackUseExactName, this is fatal. Otherwise, the name was modified by
appending a dash and a two-digit number in the range "-01" to "-99".
The jack_get_client_name() function returns the exact string used. If
the specified client_name plus these extra characters would be too
long, the open fails instead.

JackServerStarted means that the JACK server was started as a result
of this operation. Otherwise, it was running already. In either case
the caller is now connected to jackd, so there is no race condition.
When the server shuts down, the client will find out.
```

JackOpenOptions:

```
JackSessionID | JackServerName | JackNoStartServer | JackUseExactName

Only the first is used at present.
```

Parameters

clientname	Provides the name of the client, used in the call to jack_client_open(). By default, this name is the macro SEQ64_PACKAGE (i.e. "sequencer64"). The name scope is local to each server. Unless forbidden by the JackUseExactName option, the server will modify this name to create a unique variant, if needed.

Returns

Returns a pointer to the JACK client if JACK has opened the client connection successfully. Otherwise, a null pointer is returned.

13.22.2.44 get_jack_client_info()

```
void seq64::jack_assistant::get_jack_client_info ( )  [private]
```

Sets m_jack_client_name and m_jack_client_info as side-effects.

13.22.2.45 show_statuses()

```
void seq64::jack_assistant::show_statuses (
            unsigned bits )  [private]
```

For reference, here are the enumeration values from /usr/include/jack/types.h:

```
        JackFailure         = 0x01
        JackInvalidOption   = 0x02
        JackNameNotUnique   = 0x04
        JackServerStarted   = 0x08
        JackServerFailed    = 0x10
        JackServerError     = 0x20
        JackNoSuchClient    = 0x40
        JackLoadFailure     = 0x80
        JackInitFailure     = 0x100
        JackShmFailure      = 0x200
        JackVersionError    = 0x400
        JackBackendError    = 0x800
        JackClientZombie    = 0x1000
```

Parameters

bits	The mask of the bits to be shown in the output.

13.22.2.46 show_position()

```
void seq64::jack_assistant::show_position (
            const jack_position_t & pos ) const  [private]
```

This function is meant for experimenting and learning.

The fields of this structure are as follows. Only the fields we care about are shown.

```
    jack_nframes_t      frame_rate:     current frame rate (per second)
    jack_nframes_t      frame:          frame number, always present
    jack_position_bits_t valid:         which other fields are valid


JackPositionBBT:
    int32_t             bar:            current bar
    int32_t             beat:           current beat-within-bar
    int32_t             tick:           current tick-within-beat
    double              bar_start_tick
    float               beats_per_bar:  time signature "numerator"
    float               beat_type:      time signature "denominator"
    double              ticks_per_beat
    double              beats_per_minute


JackBBTFrameOffset:
    jack_nframes_t      bbt_offset;     frame offset for the BBT fields


Only the most "important" and time-varying fields are shown. The format
output is brief and inscrutable unless you read this format example:


    nnnnn frame B:B:T N/D TPB BPM BBT
      ^     ^     ^   ^ ^  ^   ^   ^
      |     |     |   | |  |   |   |
      |     |     |   | |  |   |    --------- bbt_offset (frame), even if invalid
      |     |     |   | |  |    ------------ beats_per_minute
      |     |     |   | |   ----------------- ticks_per_beat (PPQN * 10?)
      |     |     |   |  -------------------- beat_type (denominator)
      |     |     |    ---------------------- beats_per_bar (numerator)
      |     |      ------------------------- bar : beat : tick
      |      ------------------------------- frame (number)
       ---------------------------------- the "valid" bits


The "valid" field is shown as bits in the same bit order as shown here, but
represented as a five-character string, "nnnnn", n = 0 or 1:


    JackVideoFrameOffset = 0x100
    JackAudioVideoRatio  = 0x080
    JackBBTFrameOffset   = 0x040
    JackPositionTimecode = 0x020
    JackPositionBBT      = 0x010


We care most about nnnnn = "00101" in our experiments (the most common
output will be "00001").  And we don't worry about non-integer
measurements... we truncate them to integers.  Change the output format if
you want to play with non-Western timings.
```

Parameters

pos	The JACK position structure to dump.

13.22.2.47 sync()

```
int seq64::jack_assistant::sync (
            jack_transport_state_t state = (jack_transport_state_t)(-1) )  [private]
```

Sequencer64 is not a slow-sync client (and Stazed support doesn't use it), so that callback is not really needed, but we probably need this sub-function here to start out with the right values for interacting with JACK.

Note the call to jack_transport_query(). This call is *not* is seq24, but seems to be needed in sequencer64 because we put m_jack_pos in the initializer list, which sets all its fields to 0. Seq24 accesses m_jack_pos before it ever gets set, but its fields have values. These values are bogus, but are consistent from run to run on my computer, and allow seq24 to follow another JACK Master, on some computers. It explains why people had different experiences with JACK sync.

If we explicity call jack_transport_query() here, without changing the *state* parameter, then sequencer64 also can follow another JACK Master. (CURRENTLY BUGGY!)

Note that we should consider massaging the following jack_position_t members to set them to 0 (or 0.0) if less than 1.0 or 0.5:

```
-   bar_start_tick
-   ticks_per_beat
-   beats_per_minute
-   frame_time
-   next_time
-   audio_frames_per_video_frame
```

Also, why does bbt_offset start at 2128362496?

Parameters

state	The JACK transport state to be set.

13.22.2.48 set_position()

```
void seq64::jack_assistant::set_position (
            midipulse currenttick )  [private]
```

We might be able to use it in other functions.

Computing the BBT information from the frame number is relatively simple here, but would become complex if we supported tempo or time signature changes at specific locations in the transport timeline.

```
ticks * 10 = jack ticks;
jack ticks / ticks per beat = num beats;
num beats / beats per minute = num minutes
num minutes * 60 = num seconds
num secords * frame_rate  = frame
```

Parameters

currenttick	Provides the current position to be set.

13.22.3 Friends And Related Function Documentation

13.22.3.1 jack_process_callback

```
int jack_process_callback (
            jack_nframes_t nframes,
            void * arg )  [friend]
```

13.22.3.2 jack_shutdown_callback

```
void jack_shutdown_callback (
            void * arg )  [friend]
```

Parameters

arg	Points to the jack_assistant in charge of JACK support for the perform object.

13.22.3.3 jack_sync_callback

```
int jack_sync_callback (
            jack_transport_state_t state,
            jack_position_t * pos,
            void * arg )  [friend]
```

This JACK synchronization callback informs the specified perform object of the current state and parameters of JACK.

The transport state will be:

```
-   JackTransportStopped when a new position is requested.
-   JackTransportStarting when the transport is waiting to start.
-   JackTransportRolling when the timeout has expired, and the
    position is now a moving target.
```

This is the slow-sync callback, which the stazed code replaces with jack_process_callback().

Parameters

state	The JACK Transport state.
pos	The JACK position value.
arg	The pointer to the jack_assistant object. Currently not checked for nullity, nor dynamic-casted.

Returns

Returns 1 if the function works, and 0 if something was wrong.

13.22.3.4 jack_timebase_callback

```
void jack_timebase_callback (
            jack_transport_state_t state,
            jack_nframes_t nframes,
            jack_position_t * pos,
            int new_pos,
            void * arg )  [friend]
```

The original version of the function worked properly with Hydrogen, but not with Klick. The new code seems to work with both. More testing and clarification is needed. This new code was "discovered" in the source-code for the "SooperLooper" project:

```
    http://essej.net/sooperlooper/
```

The first difference with the new code is that it handles the case where the JACK position is moved (new_pos == true). If this is true, and the JackPositionBBT bit is off in pos->valid, then the new BBT value is set.

The seconds set of differences are in the "else" clause. In the new code, it is very simple: calculate the new tick value, back it off by the number of ticks in a beat, and perhaps go to the first beat of the next bar.

In the old code (complex!), the simple BBT adjustment is always made. This changes (perhaps) the beats_per_bar, beat_type, etc. We need to make these settings use the actual global values for beats set for Sequencer64. Then, if transitioning from JackTransportStarting to JackTransportRolling (instead of checking new_pos!), the BBT values (bar, beat, and tick) are finally adjusted. Here are the steps, with old and new steps noted:

```
-#  Calculate the "delta" ticks based on the current frame, the
    ticks_per_beat, the beats_per_minute, and the frame_rate.  The old
    code saves this in a local, the new code assigns it to pos->tick.
-#  Old code: save this delta as a positive value.
-#  Figure out the settings and modify bar, beat, tick, and
    bar_start_tick.  The old and new code seem to have the same intent,
    but it seems like the new code is faster and also correct.
    -   Old code:  Calculations are made by division and mod
        operations.
    -   New code:  Calculations are made by increments and decrements
        in a while loop.
```

Stazed:

```
The call to jack_timebase_callback() to supply JACK with BBT, etc. would
occasionally fail when the pos information had zero or some garbage in
the pos.frame_rate variable. This would occur when there was a rapid
change of frame position by another client... i.e. qjackctl.  From the
JACK API:

    pos   address of the position structure for the next cycle;
    pos->frame will be its frame number. If new_pos is FALSE, this
    structure contains extended position information from the current
    cycle.  If TRUE, it contains whatever was set by the requester.
    The timebase_callback's task is to update the extended information
    here."

    The "If TRUE" line seems to be the issue. It seems that qjackctl
    does not always set pos.frame_rate so we get garbage and some
    strange BBT calculations that display in qjackctl. So we need to
    set it here and just use m_jack_frame_rate for calculations instead
    of pos.frame_rate.
```

Parameters

state	Indicates the current state of JACK transport.
nframes	The number of JACK frames in the current time period.
pos	Provides the position structure to be filled in, the address of the position structure for the next cycle; pos->frame will be its frame number. If new_pos is FALSE, this structure contains extended position information from the current cycle. If TRUE, it contains whatever was set by the requester. The timebase_callback's task is to update the extended information here.
new_pos	TRUE (non-zero) for a newly requested pos, or for the first cycle after the timebase_callback is defined. This is usually 0 in Sequencer64 at present, and 1 if one, say, presses "rewind" in qjackctl.
arg	Provides the jack_assistant pointer, currently unchecked for nullity.

13.22.3.5 jack_session_callback

```
void jack_session_callback (
            jack_session_event_t * ev,
            void * arg )  [friend]
```

Glib is then used to connect in perform::jack_session_event(). However, the perform object's GUI-support interface is used instead of the following, so that the libseq64 library can be independent of a specific GUI framework:

```
Glib::signal_idle().
    connect(sigc::mem_fun(*jack, &jack_assistant::session_event));
```

Parameters

ev	The JACK event to be set.
arg	The pointer to the jack_assistant object. Currently not checked for nullity.

13.22.4 Field Documentation

13.22.4.1 sm_status_pairs

```
jack_status_pair_t seq64::jack_assistant::sm_status_pairs  [static], [private]
```

Provides a list of JACK status bits, and a brief string to explain the status bit.

Terminated by a 0 value and an empty string.

13.22.4.2 m_jack_parent

```
perform& seq64::jack_assistant::m_jack_parent  [private]
```

13.22.4.3 m_jack_client

```
jack_client_t* seq64::jack_assistant::m_jack_client  [private]
```

13.22.4.4 m_jack_client_name

```
std::string seq64::jack_assistant::m_jack_client_name  [private]
```

We might show this in the user-interface at some point.

13.22.4.5 m_jack_client_uuid

```
std::string seq64::jack_assistant::m_jack_client_uuid  [private]
```

We might show this in the user-interface at some point.

13.22.4.6 m_jack_frame_current

```
jack_nframes_t seq64::jack_assistant::m_jack_frame_current  [private]
```

13.22.4.7 m_jack_frame_last

```
jack_nframes_t seq64::jack_assistant::m_jack_frame_last  [private]
```

Also used in incrementing m_jack_tick.

13.22.4.8 m_jack_pos

```
jack_position_t seq64::jack_assistant::m_jack_pos  [private]
```

This structure is filled via a call to jack_transport_query(). It holds, among other items, the frame rate (often 48000), the ticks/beat, and the beats/minute.

13.22.4.9 m_jack_transport_state

```
jack_transport_state_t seq64::jack_assistant::m_jack_transport_state  [private]
```

Common values are JackTransportStopped, JackTransportRolling, and JackTransportLooping.

13.22.4.10 m_jack_transport_state_last

```
jack_transport_state_t seq64::jack_assistant::m_jack_transport_state_last  [private]
```

13.22.4.11 m_jack_tick

```
double seq64::jack_assistant::m_jack_tick  [private]
```

13.22.4.12 m_jsession_ev

```
jack_session_event_t* seq64::jack_assistant::m_jsession_ev  [private]
```

Used in the session_event() function.

13.22.4.13 m_jack_running

```
bool seq64::jack_assistant::m_jack_running  [private]
```

13.22.4.14 m_jack_master

```
bool seq64::jack_assistant::m_jack_master  [private]
```

13.22.4.15 m_jack_frame_rate

```
jack_nframes_t seq64::jack_assistant::m_jack_frame_rate  [private]
```

Just in case. QJackCtl does not always set pos.frame_rate, so we get garbage and some strange BBT calculations displayed in qjackctl.

13.22.4.16 m_toggle_jack

```
bool seq64::jack_assistant::m_toggle_jack  [private]
```

13.22.4.17 m_jack_stop_tick

```
midipulse seq64::jack_assistant::m_jack_stop_tick  [private]
```

Repositions the transport marker.

13.22.4.18 m_follow_transport

```
bool seq64::jack_assistant::m_follow_transport  [private]
```

13.22.4.19 m_ppqn

```
int seq64::jack_assistant::m_ppqn  [private]
```

It is used for calculating ticks/beat (pulses/beat) and for setting the tick position.

13.22.4.20 m_beats_per_measure

```
int seq64::jack_assistant::m_beats_per_measure  [private]
```

13.22.4.21 m_beat_width

```
int seq64::jack_assistant::m_beat_width  [private]
```

13.22.4.22 m_beats_per_minute

```
int seq64::jack_assistant::m_beats_per_minute  [private]
```

13.23 seq64::jack_scratchpad Class Reference

Provide a temporary structure for passing data and results between a perform and jack_assistant object.

Data Fields

- double js_current_tick

  Holds current location.
- double js_total_tick

  Current location ignoring L/R.
- double js_clock_tick

  Identical to js_total_tick.
- bool js_jack_stopped

  Flags perform::inner_stop().
- bool js_dumping

  Non-JACK playback in progress?
- bool js_init_clock

  We now have a good JACK lock.
- bool js_looping

  seqedit loop button is active.
- bool js_playback_mode

  Song mode (versus live mode).
- double js_ticks_converted

  Keeps track of ...?
- double js_ticks_delta

  Minor difference in tick.
- double js_ticks_converted_last

  Keeps track of position?
- long js_delta_tick_frac

  More precision for seq24 0.9.3.

13.23.1 Detailed Description

The jack_assistant class already has access to the members of perform, but it needs access to and modification of "local" variables in perform::output_func(). This scratchpad is useful even if JACK support is not enabled.

13.23.2 Field Documentation

13.23.2.1 js_current_tick

```
double seq64::jack_scratchpad::js_current_tick
```

13.23.2.2 js_total_tick

```
double seq64::jack_scratchpad::js_total_tick
```

13.23.2.3 js_clock_tick

```
double seq64::jack_scratchpad::js_clock_tick
```

13.23.2.4 js_jack_stopped

```
bool seq64::jack_scratchpad::js_jack_stopped
```

13.23.2.5 js_dumping

```
bool seq64::jack_scratchpad::js_dumping
```

13.23.2.6 js_init_clock

```
bool seq64::jack_scratchpad::js_init_clock
```

13.23.2.7 js_looping

```
bool seq64::jack_scratchpad::js_looping
```

13.23.2.8 js_playback_mode

```
bool seq64::jack_scratchpad::js_playback_mode
```

13.23.2.9 js_ticks_converted

```
double seq64::jack_scratchpad::js_ticks_converted
```

13.23.2.10 js_ticks_delta

```
double seq64::jack_scratchpad::js_ticks_delta
```

13.23.2.11 js_ticks_converted_last

```
double seq64::jack_scratchpad::js_ticks_converted_last
```

13.23.2.12 js_delta_tick_frac

```
long seq64::jack_scratchpad::js_delta_tick_frac
```

13.24 seq64::jack_status_pair_t Struct Reference

Provides an internal type to make it easier to display a specific and accurate human-readable message when a JACK operation fails.

Data Fields

- unsigned jf_bit

  Holds one of the bit-values from jack_status_t, which is defined as an "enum JackStatus" type.
- std::string jf_meaning

  Holds a textual description of the corresponding status bit.

13.24.1 Field Documentation

13.24.1.1 jf_bit

```
unsigned seq64::jack_status_pair_t::jf_bit
```

13.24.1.2 jf_meaning

```
std::string seq64::jack_status_pair_t::jf_meaning
```

13.25 seq64::keybindentry Class Reference

Class for management of application key-bindings.

Inherits Entry.

Public Member Functions

- keybindentry (type t, unsigned int *location_to_write=nullptr, perform *p=nullptr, long s=0)

  This constructor initializes the member with values dependent on the value type provided in the first parameter.
- void set (unsigned int val)

  Gets the key name from the integer value; if there is one, then it is printed into a temporary buffer, otherwise the value is printed into that buffer as is.
- virtual bool on_key_press_event (GdkEventKey *event)

  Handles a key press by calling set() with the event's key value.

Private Types

- enum type {
  location,
  events,
  groups }

  Provides the type of keybindings that can be made.

Private Attributes

- unsigned int * m_key

  Points to the value of the key that is part of this key-binding.
- type m_type

  Stores the type of key-binding.
- perform * m_perf

  Stores an optional pointer to a perform object.
- long m_slot

  Provides an index into a set of group-keys or event-keys.

Friends

- class options

13.25.1 Member Enumeration Documentation

13.25.1.1 type

```
enum seq64::keybindentry::type  [private]
```

Enumerator

location	Used for handling a keystroke made while a keyboard-options field is active, for selecting a key via the keyboard, and binding to pattern/sequence boxes, we think. It is used in the options class to associate a key with the binding.
events	Used for binding to events.
groups	Used for binding to groups.

13.25.2 Constructor & Destructor Documentation

13.25.2.1 keybindentry()

```
seq64::keybindentry::keybindentry (
            type t,
            unsigned int * location_to_write = nullptr,
            perform * p = nullptr,
            long s = 0 )
```

Usage In options, a pointer to a new key-binding entry is managed by calling `keybindentry(keybindentry::location, &perf->keyname)`.

Parameters

t	Provides the type of key-binding: location, events, or groups.
location_to_write	The location that holds the value of the key associated with the key-binding. The default value of this parameter is the null pointer.
p	Points to the performance object used with this key-binding. The default value of this parameter is the null pointer.
s	Provides the slot value for this key-binding. The default value of this parameter is zero.

13.25.3 Member Function Documentation

13.25.3.1 set()

```
void seq64::keybindentry::set (
            unsigned int val )
```

Then we call set_text(buf). The set_width_char() function is then called.

13.25.3.2 on_key_press_event()

```
bool seq64::keybindentry::on_key_press_event (
            GdkEventKey * event )  [virtual]
```

This value is used to set the event or key depending on the value of m_type.

Parameters

event	Provides the key-press event.

Returns

Returns the result of the call to Entry::on_key_press_event().

13.25.4 Friends And Related Function Documentation

13.25.4.1 options

```
friend class options  [friend]
```

13.25.5 Field Documentation

13.25.5.1 m_key

```
unsigned int* seq64::keybindentry::m_key  [private]
```

Not yet sure by the address of this key value is needed. It can be a null pointer, as well.

13.25.5.2 m_type

```
type seq64::keybindentry::m_type  [private]
```

13.25.5.3 m_perf

```
perform* seq64::keybindentry::m_perf  [private]
```

13.25.5.4 m_slot

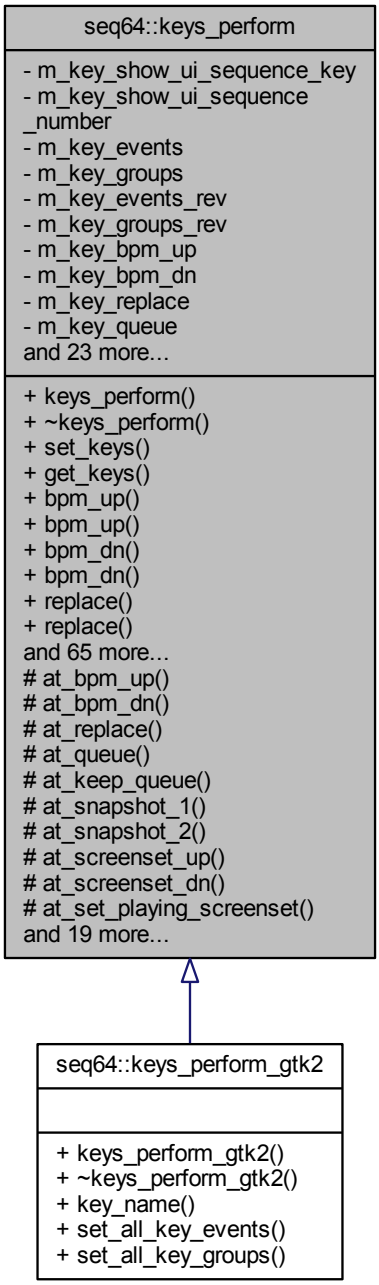
```
long seq64::keybindentry::m_slot  [private]
```

(This item should be changed to unsigned int, though.)

13.26 seq64::keys_perform Class Reference

This class supports the performance mode.

Inheritance diagram for seq64::keys_perform:



Public Member Functions

- keys_perform ()

  This construction initializes a vast number of member variables, some of them public!
- virtual ~keys_perform ()

  The destructor sets some running flags to false, signals this condition, then joins the input and output threads if the were launched.

- void set_keys (const keys_perform_transfer &kpt)

  Copies fields from the transfer structure in this object.
- void get_keys (keys_perform_transfer &kpt)

  Copies fields from this object into the transfer structure.
- unsigned int bpm_up () const

  'Getter' function for member m_key_bpm_up
- void bpm_up (unsigned int x)

  'Setter' function for member m_key_bpm_up
- unsigned int bpm_dn () const

  'Getter' function for member m_key_bpm_dn
- void bpm_dn (unsigned int x)

  'Setter' function for member m_key_bpm_dn
- unsigned int replace () const

  'Getter' function for member m_key_replace
- void replace (unsigned int x)

  'Setter' function for member m_key_replace
- unsigned int queue () const

  'Getter' function for member m_key_queue
- void queue (unsigned int x)

  'Setter' function for member m_key_queue
- unsigned int keep_queue () const

  'Getter' function for member m_key_keep_queue
- void keep_queue (unsigned int x)

  'Setter' function for member m_key_keep_queue
- unsigned int snapshot_1 () const

  'Getter' function for member m_key_snapshot_1
- void snapshot_1 (unsigned int x)

  'Setter' function for member m_key_snapshot_1
- unsigned int snapshot_2 () const

  'Getter' function for member m_key_snapshot_2
- void snapshot_2 (unsigned int x)

  'Setter' function for member m_key_snapshot_2
- unsigned int screenset_up () const

  'Getter' function for member m_key_screenset_up
- void screenset_up (unsigned int x)

  'Setter' function for member m_key_screenset_up
- unsigned int screenset_dn () const

  'Getter' function for member m_key_screenset_dn
- void screenset_dn (unsigned int x)

  'Setter' function for member m_key_screenset_dn
- unsigned int set_playing_screenset () const

  'Getter' function for member m_key_playing_screenset
- void set_playing_screenset (unsigned int x)

  'Setter' function for member m_key_playing_screenset
- unsigned int group_on () const

  'Getter' function for member m_key_group_on
- void group_on (unsigned int x)

  'Setter' function for member m_key_group_on
- unsigned int group_off () const

  'Getter' function for member m_key_group_off
- void group_off (unsigned int x)

'Setter' function for member m_key_group_off

- unsigned int group_learn () const

  'Getter' function for member m_key_group_learn
- void group_learn (unsigned int x)

  'Setter' function for member m_key_group_learn
- unsigned int start () const

  'Getter' function for member m_key_start
- void start (unsigned int x)

  'Setter' function for member m_key_start
- unsigned int pause () const

  'Getter' function for member m_key_pause
- void pause (unsigned int x)

  'Setter' function for member m_key_pause
- unsigned int pattern_edit () const

  'Getter' function for member m_key_pattern_edit
- void pattern_edit (unsigned int x)

  'Setter' function for member m_key_pattern_edit
- unsigned int event_edit () const

  'Getter' function for member m_key_event_edit
- void event_edit (unsigned int x)

  'Setter' function for member m_key_event_edit
- unsigned int stop () const

  'Getter' function for member m_key_stop
- void stop (unsigned int x)

  'Setter' function for member m_key_stop
- unsigned int song_mode () const
- void song_mode (unsigned int key)
- unsigned int menu_mode () const
- void menu_mode (unsigned int key)
- unsigned int follow_transport () const
- void follow_transport (unsigned int key)
- unsigned int fast_forward () const
- void fast_forward (unsigned int key)
- unsigned int rewind () const
- void rewind (unsigned int key)
- unsigned int pointer_position () const
- void pointer_position (unsigned int key)
- unsigned int toggle_mutes () const
- void toggle_mutes (unsigned int key)
- unsigned int toggle_jack () const
- void toggle_jack (unsigned int key)
- unsigned int tap_bpm () const
- void tap_bpm (unsigned int key)
- bool show_ui_sequence_key () const

  'Getter' function for member m_key_show_ui_sequency_key
- void show_ui_sequence_key (bool flag)

  'Setter' function for member m_key_show_ui_sequency_key
- bool show_ui_sequence_number () const

  'Getter' function for member m_key_show_ui_sequence_number
- void show_ui_sequence_number (bool flag)

  'Setter' function for member m_key_show_ui_sequence_key
- SlotMap & get_key_events ()

'Getter' function for member m_key_events

- SlotMap & get_key_groups ()

  'Getter' function for member m_key_groups
- RevSlotMap & get_key_events_rev ()

  'Getter' function for member m_key_events_rev
- RevSlotMap & get_key_groups_rev ()

  'Getter' function for member m_key_groups_rev
- unsigned int lookup_keyevent_key (long seqnum)

  'Getter' function for member m_key_events_rev[seqnum];
- long lookup_keyevent_seq (unsigned int keycode)

  'Getter' function for member m_key_events_rev[keycode];
- unsigned int lookup_keygroup_key (long groupnum)

  'Getter' function for member m_key_events_rev[groupnum];
- long lookup_keygroup_group (unsigned int keycode)

  'Getter' function for member m_key_events_rev[keycode];
- virtual std::string key_name (unsigned int key) const

  Obtains the name of the key.
- virtual void set_all_key_events ()

  Provides base class functionality.
- virtual void set_all_key_groups ()

  Provides base class functionality.
- void set_key_event (unsigned int keycode, long sequence_slot)

  At construction time, this function sets up one keycode and one event slot.
- void set_key_group (unsigned int keycode, long group_slot)

  At construction time, this function sets up one keycode and one group slot.

Protected Types

- typedef std::map< unsigned int, long > SlotMap

  This typedef defines a map in which the key is the keycode, that is, the integer value of a keystroke, and the value is the pattern/sequence number or slot.
- typedef std::map< long, unsigned int > RevSlotMap

  This typedef is like SlotMap, but used for lookup in the other direction.

Protected Member Functions

- unsigned int * at_bpm_up ()

  The following are tricky ways to get at address of the key and group operation values so that we don't directly expose the members to manipulation.
- unsigned int * at_bpm_dn ()

  'Getter' function for member m_key_bpm_dn
- unsigned int * at_replace ()

  'Getter' function for member m_key_replace
- unsigned int * at_queue ()

  'Getter' function for member m_key_queue
- unsigned int * at_keep_queue ()

  'Getter' function for member m_key_keep_queue
- unsigned int * at_snapshot_1 ()

  'Getter' function for member m_key_snapshot_1
- unsigned int * at_snapshot_2 ()

'Getter' function for member m_key_snapshot_2

- unsigned int * at_screenset_up ()

  'Getter' function for member m_key_screenset_up

- unsigned int * at_screenset_dn ()

  'Getter' function for member m_key_screenset_dn

- unsigned int * at_set_playing_screenset ()

  'Getter' function for member m_key_playing_screenset

- unsigned int * at_group_on ()

  'Getter' function for member m_key_group_on

- unsigned int * at_group_off ()

  'Getter' function for member m_key_group_off

- unsigned int * at_group_learn ()

  'Getter' function for member m_key_group_learn

- unsigned int * at_start ()

  'Getter' function for member m_key_start

- unsigned int * at_pause ()

  'Getter' function for member m_key_pause

- unsigned int * at_song_mode ()

  'Getter' function for member m_key_song_mode

- unsigned int * at_toggle_jack ()

  'Getter' function for member m_key_toggle_jack

- unsigned int * at_menu_mode ()

  'Getter' function for member m_key_menu_mode

- unsigned int * at_follow_transport ()

  'Getter' function for member m_key_follow_transport

- unsigned int * at_fast_forward ()

  'Getter' function for member m_key_fast_forward

- unsigned int * at_rewind ()

  'Getter' function for member m_key_rewind

- unsigned int * at_pointer_position ()

  'Getter' function for member m_key_pointer_position

- unsigned int * at_toggle_mutes ()

  'Getter' function for member m_key_toggle_mutes

- unsigned int * at_tap_bpm ()

  'Getter' function for member m_key_tap_bpm

- unsigned int * at_pattern_edit ()

  'Getter' function for member m_key_pattern_edit

- unsigned int * at_event_edit ()

  'Getter' function for member m_key_event_edit

- unsigned int * at_stop ()

  'Getter' function for member m_key_stop

- bool * at_show_ui_sequence_key ()

  'Getter' function for member m_key_show_ui_sequence_key

- bool * at_show_ui_sequence_number ()

  'Getter' function for member m_key_show_ui_sequence_number

Private Attributes

- bool m_key_show_ui_sequence_key

  If set, shows the shortcut-keys on each filled pattern slot in the main window.
- bool m_key_show_ui_sequence_number

  If set, shows the sequence number on each filled pattern and empty pattern slot in the main window.
- SlotMap m_key_events

  Holds the mapping of keys to the pattern slots.
- SlotMap m_key_groups

  Holds the mapping of keys to the mute groups.
- RevSlotMap m_key_events_rev

  Holds the reverse mapping of the pattern slots to the keys.
- RevSlotMap m_key_groups_rev

  Holds the reverse mapping of the mute groups to the keys.
- unsigned int m_key_bpm_up

  Provides key assignments for some key sequencer features.
- unsigned int m_key_bpm_dn

  BPM down, semicolon.
- unsigned int m_key_replace

  Replace, Ctrl-L.
- unsigned int m_key_queue

  Queue, Ctrl-R.
- unsigned int m_key_keep_queue

  Keep queue, backslash.
- unsigned int m_key_snapshot_1

  Snapshot 1, Alt-L.
- unsigned int m_key_snapshot_2

  Snapshot 1, Alt-R.
- unsigned int m_key_screenset_up

  Set up, Right-].
- unsigned int m_key_screenset_dn

  Set down, Left-[.
- unsigned int m_key_set_playing_screenset

  Set set, Home key.
- unsigned int m_key_group_on

  Group on, igrave key.
- unsigned int m_key_group_off

  Group off, apostrophe!
- unsigned int m_key_group_learn

  Group learn, Insert.
- unsigned int m_key_start

  Start play, Space key.
- unsigned int m_key_pause

  Pause play, Period.
- unsigned int m_key_song_mode

  Song versus Live mode.
- unsigned int m_key_toggle_jack

  Toggle JACK connect.
- unsigned int m_key_menu_mode

  Menu enabled/disabled.
- unsigned int m_key_follow_transport

Toggle following JACK.

- unsigned int m_key_rewind

  Start rewind.
- unsigned int m_key_fast_forward

  Start fast-forward.
- unsigned int m_key_pointer_position

  Set progress to mouse.
- unsigned int m_key_toggle_mutes

  Toggle all patterns.
- unsigned int m_key_tap_bpm

  To tap out the BPM.
- unsigned int m_key_pattern_edit

  Show pattern editor.
- unsigned int m_key_event_edit

  Show event editor.
- unsigned int m_key_stop

  Stop play, Escape.

Friends

- class options
- class perform
- class optionsfile

13.26.1 Detailed Description

It provides a way a mapping keystrokes to sequencer actions and song settings.

13.26.2 Member Typedef Documentation

13.26.2.1 SlotMap

```
typedef std::map<unsigned int, long> seq64::keys_perform::SlotMap  [protected]
```

13.26.2.2 RevSlotMap

```
typedef std::map<long, unsigned int> seq64::keys_perform::RevSlotMap  [protected]
```

13.26.3 Constructor & Destructor Documentation

13.26.3.1 keys_perform()

```
seq64::keys_perform::keys_perform ( )
```

13.26.3.2 ~keys_perform()

```
seq64::keys_perform::~keys_perform ( )  [virtual]
```

Finally, any active patterns/sequences are deleted.

13.26.4 Member Function Documentation

13.26.4.1 set_keys()

```
void seq64::keys_perform::set_keys (
            const keys_perform_transfer & kpt )
```

This structure holds all of the key settings from the File / Options / Keyboard tab dialog.

Parameters

kpt	The structure that holds the values of the keys to be used for various purposes in controlling a performance live.

13.26.4.2 get_keys()

```
void seq64::keys_perform::get_keys (
            keys_perform_transfer & kpt )
```

Parameters

kpt	The structure that holds the values of the keys to be used for various purposes in controlling a performance live.

13.26.4.3 bpm_up() [1/2]

```
unsigned int seq64::keys_perform::bpm_up ( ) const  [inline]
```

13.26.4.4 bpm_up() [2/2]

```
void seq64::keys_perform::bpm_up (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.5 bpm_dn() [1/2]

```
unsigned int seq64::keys_perform::bpm_dn ( ) const  [inline]
```

13.26.4.6 bpm_dn() [2/2]

```
void seq64::keys_perform::bpm_dn (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.7 replace() [1/2]

```
unsigned int seq64::keys_perform::replace ( ) const  [inline]
```

13.26.4.8 replace() [2/2]

```
void seq64::keys_perform::replace (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.9 queue() [1/2]

```
unsigned int seq64::keys_perform::queue ( ) const  [inline]
```

13.26.4.10 queue() [2/2]

```
void seq64::keys_perform::queue (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.11 keep_queue() [1/2]

```
unsigned int seq64::keys_perform::keep_queue ( ) const  [inline]
```

13.26.4.12 keep_queue() [2/2]

```
void seq64::keys_perform::keep_queue (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.13 snapshot_1() [1/2]

```
unsigned int seq64::keys_perform::snapshot_1 ( ) const  [inline]
```

13.26.4.14 snapshot_1() [2/2]

```
void seq64::keys_perform::snapshot_1 (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.15 snapshot_2() [1/2]

```
unsigned int seq64::keys_perform::snapshot_2 ( ) const  [inline]
```

13.26.4.16 snapshot_2() [2/2]

```
void seq64::keys_perform::snapshot_2 (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.17 screenset_up() [1/2]

```
unsigned int seq64::keys_perform::screenset_up ( ) const  [inline]
```

13.26.4.18 screenset_up() [2/2]

```
void seq64::keys_perform::screenset_up (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.19 screenset_dn() [1/2]

```
unsigned int seq64::keys_perform::screenset_dn ( ) const  [inline]
```

13.26.4.20 screenset_dn() [2/2]

```
void seq64::keys_perform::screenset_dn (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.21 set_playing_screenset() [1/2]

```
unsigned int seq64::keys_perform::set_playing_screenset ( ) const  [inline]
```

13.26.4.22 set_playing_screenset() [2/2]

```
void seq64::keys_perform::set_playing_screenset (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.23 group_on() [1/2]

```
unsigned int seq64::keys_perform::group_on ( ) const  [inline]
```

13.26.4.24 group_on() [2/2]

```
void seq64::keys_perform::group_on (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.25 group_off() [1/2]

```
unsigned int seq64::keys_perform::group_off ( ) const  [inline]
```

13.26.4.26 group_off() [2/2]

```
void seq64::keys_perform::group_off (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.27 group_learn() [1/2]

```
unsigned int seq64::keys_perform::group_learn ( ) const  [inline]
```

13.26.4.28 group_learn() [2/2]

```
void seq64::keys_perform::group_learn (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.29 start() [1/2]

```
unsigned int seq64::keys_perform::start ( ) const  [inline]
```

13.26.4.30 start() [2/2]

```
void seq64::keys_perform::start (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.31 pause() [1/2]

```
unsigned int seq64::keys_perform::pause ( ) const  [inline]
```

13.26.4.32 pause() [2/2]

```
void seq64::keys_perform::pause (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.33 pattern_edit() [1/2]

```
unsigned int seq64::keys_perform::pattern_edit ( ) const  [inline]
```

13.26.4.34 pattern_edit() [2/2]

```
void seq64::keys_perform::pattern_edit (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.35 event_edit() [1/2]

```
unsigned int seq64::keys_perform::event_edit ( ) const  [inline]
```

13.26.4.36 event_edit() [2/2]

```
void seq64::keys_perform::event_edit (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.37 stop() [1/2]

```
unsigned int seq64::keys_perform::stop ( ) const  [inline]
```

13.26.4.38 stop() [2/2]

```
void seq64::keys_perform::stop (
            unsigned int x )  [inline]
```

Parameters

x	The key value to assign to the operation.

13.26.4.39 song_mode() [1/2]

```
unsigned int seq64::keys_perform::song_mode ( ) const  [inline]
```

13.26.4.40 song_mode() [2/2]

```
void seq64::keys_perform::song_mode (
            unsigned int key )  [inline]
```

13.26.4.41 menu_mode() [1/2]

```
unsigned int seq64::keys_perform::menu_mode ( ) const  [inline]
```

13.26.4.42 menu_mode() [2/2]

```
void seq64::keys_perform::menu_mode (
            unsigned int key )  [inline]
```

13.26.4.43 follow_transport() [1/2]

```
unsigned int seq64::keys_perform::follow_transport ( ) const  [inline]
```

13.26.4.44 follow_transport() [2/2]

```
void seq64::keys_perform::follow_transport (
            unsigned int key )  [inline]
```

13.26.4.45 fast_forward() [1/2]

```
unsigned int seq64::keys_perform::fast_forward ( ) const  [inline]
```

13.26.4.46 fast_forward() [2/2]

```
void seq64::keys_perform::fast_forward (
            unsigned int key )  [inline]
```

13.26.4.47 rewind() [1/2]

```
unsigned int seq64::keys_perform::rewind ( ) const  [inline]
```

13.26.4.48 rewind() [2/2]

```
void seq64::keys_perform::rewind (
            unsigned int key )  [inline]
```

13.26.4.49 pointer_position() [1/2]

```
unsigned int seq64::keys_perform::pointer_position ( ) const  [inline]
```

13.26.4.50 pointer_position() [2/2]

```
void seq64::keys_perform::pointer_position (
            unsigned int key )  [inline]
```

13.26.4.51 toggle_mutes() [1/2]

```
unsigned int seq64::keys_perform::toggle_mutes ( ) const  [inline]
```

13.26.4.52 toggle_mutes() [2/2]

```
void seq64::keys_perform::toggle_mutes (
            unsigned int key )  [inline]
```

13.26.4.53 toggle_jack() [1/2]

```
unsigned int seq64::keys_perform::toggle_jack ( ) const  [inline]
```

13.26.4.54 toggle_jack() [2/2]

```
void seq64::keys_perform::toggle_jack (
            unsigned int key )  [inline]
```

13.26.4.55 tap_bpm() [1/2]

```
unsigned int seq64::keys_perform::tap_bpm ( ) const  [inline]
```

13.26.4.56 tap_bpm() [2/2]

```
void seq64::keys_perform::tap_bpm (
            unsigned int key )  [inline]
```

13.26.4.57 show_ui_sequence_key() [1/2]

```
bool seq64::keys_perform::show_ui_sequence_key ( ) const  [inline]
```

Used in mainwid, options, optionsfile, userfile, and perform.

13.26.4.58 show_ui_sequence_key() [2/2]

```
void seq64::keys_perform::show_ui_sequence_key (
            bool flag )  [inline]
```

Parameters

flag	The flag for showing the sequence key characters in each pattern slot.

13.26.4.59 show_ui_sequence_number() [1/2]

```
bool seq64::keys_perform::show_ui_sequence_number ( ) const  [inline]
```

Used in mainwid, options, optionsfile, userfile, and perform.

13.26.4.60 show_ui_sequence_number() [2/2]

```
void seq64::keys_perform::show_ui_sequence_number (
            bool flag )  [inline]
```

Parameters

flag	The flag for showing the sequence number in each pattern slot.

13.26.4.61 get_key_events()

```
SlotMap& seq64::keys_perform::get_key_events ( )  [inline]
```

13.26.4.62 get_key_groups()

```
SlotMap& seq64::keys_perform::get_key_groups ( )  [inline]
```

13.26.4.63 get_key_events_rev()

```
RevSlotMap& seq64::keys_perform::get_key_events_rev ( )  [inline]
```

13.26.4.64 get_key_groups_rev()

```
RevSlotMap& seq64::keys_perform::get_key_groups_rev ( )  [inline]
```

13.26.4.65 lookup_keyevent_key()

```
unsigned int seq64::keys_perform::lookup_keyevent_key (
            long seqnum )  [inline]
```

Parameters

seqnum	Provides the sequence number to look up in the reverse key map for patterns/sequences. If the count for this value is 0, then a question mark character is returned. Not checked for maximum!

13.26.4.66 lookup_keyevent_seq()

```
long seq64::keys_perform::lookup_keyevent_seq (
            unsigned int keycode )  [inline]
```

Parameters

keycode	Provides the keycode to look up in the (forward) key map for patterns/sequences. If the count for this value is 0, then a 0 is returned.

13.26.4.67 lookup_keygroup_key()

```
unsigned int seq64::keys_perform::lookup_keygroup_key (
            long groupnum )  [inline]
```

Parameters

groupnum	Provides the group number to look up in the reverse key map for groups. If the count for this value is 0, then a question mark character is returned.

13.26.4.68 lookup_keygroup_group()

```
long seq64::keys_perform::lookup_keygroup_group (
            unsigned int keycode )  [inline]
```

Parameters

keycode	Provides the sequence number to look up in the reverse key map for groups. If the count for this value is 0, then a 0 is returned.

13.26.4.69 key_name()

```
std::string seq64::keys_perform::key_name (
            unsigned int key ) const  [virtual]
```

In gtkmm, this is done via the gdk_keyval_name() function. Here, in the base class, we just provide an easy-to-create string.

Parameters

key	Provides the numeric value of the keystroke.

Returns

Returns the name of the key, in the format "Key 0xkkkk".

Reimplemented in seq64::keys_perform_gtk2.

13.26.4.70 set_all_key_events()

```
virtual void seq64::keys_perform::set_all_key_events ( )  [inline], [virtual]
```

Must be called by the derived-class's override of this function.

Reimplemented in seq64::keys_perform_gtk2.

13.26.4.71 set_all_key_groups()

```
virtual void seq64::keys_perform::set_all_key_groups ( )  [inline], [virtual]
```

Must be called by the derived-class's override of this function.

Reimplemented in seq64::keys_perform_gtk2.

13.26.4.72 set_key_event()

```
void seq64::keys_perform::set_key_event (
            unsigned int keycode,
            long sequence_slot )
```

It is called 32 times, corresponding the pattern/sequence slots in the Patterns window.

Parameters

keycode	The key to be assigned.
sequence_slot	The perform event slot into which the keycode will be assigned.

13.26.4.73 set_key_group()

```
void seq64::keys_perform::set_key_group (
             unsigned int keycode,
             long group_slot )
```

It is called 32 times, corresponding the pattern/sequence slots in the Patterns window.

Parameters

keycode	The key to be assigned.
group_slot	The perform group slot into which the keycode will be assigned.

13.26.4.74 at_bpm_up()

```
unsigned int* seq64::keys_perform::at_bpm_up ( )  [inline], [protected]
```

They are used in the options module, and, for brevity, are accessed using the PREFKEY_ADDR() macro. *'Getter' function* for member *m_key_bpm_up*

Address getter for the bpm_up operation.

13.26.4.75 at_bpm_dn()

```
unsigned int* seq64::keys_perform::at_bpm_dn ( )  [inline], [protected]
```

Address getter for the bpm_dn operation.

13.26.4.76 at_replace()

```
unsigned int* seq64::keys_perform::at_replace ( )  [inline], [protected]
```

Address getter for the replace operation.

13.26.4.77 at_queue()

```
unsigned int* seq64::keys_perform::at_queue ( )  [inline], [protected]
```

Address getter for the queue operation.

13.26.4.78 at_keep_queue()

```
unsigned int* seq64::keys_perform::at_keep_queue ( )  [inline], [protected]
```

Address getter for the keep_queue operation.

13.26.4.79 at_snapshot_1()

```
unsigned int* seq64::keys_perform::at_snapshot_1 ( )  [inline], [protected]
```

Address getter for the snapshot_1 operation.

13.26.4.80 at_snapshot_2()

```
unsigned int* seq64::keys_perform::at_snapshot_2 ( )  [inline], [protected]
```

Address getter for the snapshot_2 operation.

13.26.4.81 at_screenset_up()

```
unsigned int* seq64::keys_perform::at_screenset_up ( )  [inline], [protected]
```

Address getter for the screenset_up operation.

13.26.4.82 at_screenset_dn()

```
unsigned int* seq64::keys_perform::at_screenset_dn ( )  [inline], [protected]
```

Address getter for the screenset_dn operation.

13.26.4.83 at_set_playing_screenset()

```
unsigned int* seq64::keys_perform::at_set_playing_screenset ( )  [inline], [protected]
```

Address getter for the set_playing_screenset operation.

13.26.4.84 at_group_on()

```
unsigned int* seq64::keys_perform::at_group_on ( )  [inline], [protected]
```

Address getter for the group_on operation.

13.26.4.85 at_group_off()

```
unsigned int* seq64::keys_perform::at_group_off ( )  [inline], [protected]
```

Address getter for the group_off operation.

13.26.4.86 at_group_learn()

```
unsigned int* seq64::keys_perform::at_group_learn ( )  [inline], [protected]
```

Address getter for the group_learn operation.

13.26.4.87 at_start()

```
unsigned int* seq64::keys_perform::at_start ( )  [inline], [protected]
```

Address getter for the start operation.

13.26.4.88 at_pause()

```
unsigned int* seq64::keys_perform::at_pause ( )  [inline], [protected]
```

Address getter for the pause operation.

13.26.4.89 at_song_mode()

```
unsigned int* seq64::keys_perform::at_song_mode ( )  [inline], [protected]
```

Address getter for the song-mode operation.

13.26.4.90 at_toggle_jack()

```
unsigned int* seq64::keys_perform::at_toggle_jack ( )  [inline], [protected]
```

Address getter for the toggle-jack operation.

13.26.4.91 at_menu_mode()

```
unsigned int* seq64::keys_perform::at_menu_mode ( )  [inline], [protected]
```

Address getter for the menu-mode operation.

13.26.4.92 at_follow_transport()

```
unsigned int* seq64::keys_perform::at_follow_transport ( )  [inline], [protected]
```

Address getter for the follow-transport operation.

13.26.4.93 at_fast_forward()

```
unsigned int* seq64::keys_perform::at_fast_forward ( )  [inline], [protected]
```

Address getter for the fast-forward operation.

13.26.4.94 at_rewind()

```
unsigned int* seq64::keys_perform::at_rewind ( )  [inline], [protected]
```

Address getter for the rewind operation.

13.26.4.95 at_pointer_position()

```
unsigned int* seq64::keys_perform::at_pointer_position ( )  [inline], [protected]
```

Address getter for the pointer operation.

13.26.4.96 at_toggle_mutes()

```
unsigned int* seq64::keys_perform::at_toggle_mutes ( )  [inline], [protected]
```

Address getter for the toggle-mutes operation.

13.26.4.97 at_tap_bpm()

```
unsigned int* seq64::keys_perform::at_tap_bpm ( )  [inline], [protected]
```

Address getter for the tap_bpm operation.

13.26.4.98 at_pattern_edit()

```
unsigned int* seq64::keys_perform::at_pattern_edit ( )  [inline], [protected]
```

Address getter for the pattern-edit operation.

13.26.4.99 at_event_edit()

```
unsigned int* seq64::keys_perform::at_event_edit ( )  [inline], [protected]
```

Address getter for the event-edit operation.

13.26.4.100 at_stop()

```
unsigned int* seq64::keys_perform::at_stop ( )  [inline], [protected]
```

Address getter for the stop operation.

13.26.4.101 at_show_ui_sequence_key()

```
bool* seq64::keys_perform::at_show_ui_sequence_key ( )  [inline], [protected]
```

Address getter for the show_ui_sequence_key value.

13.26.4.102 at_show_ui_sequence_number()

```
bool* seq64::keys_perform::at_show_ui_sequence_number ( )  [inline], [protected]
```

Address getter for the show_ui_sequence_number value.

13.26.5 Friends And Related Function Documentation

13.26.5.1 options

```
friend class options  [friend]
```

13.26.5.2 perform

```
friend class perform  [friend]
```

13.26.5.3 optionsfile

```
friend class optionsfile  [friend]
```

13.26.6 Field Documentation

13.26.6.1 m_key_show_ui_sequence_key

```
bool seq64::keys_perform::m_key_show_ui_sequence_key  [private]
```

13.26.6.2 m_key_show_ui_sequence_number

```
bool seq64::keys_perform::m_key_show_ui_sequence_number  [private]
```

Also shows the sequence number as part of the sequence name in the performance window (song editor). Always disabled in legacy mode.

13.26.6.3 m_key_events

```
SlotMap seq64::keys_perform::m_key_events  [private]
```

Do not access directly, use the set/lookup functions declared below.

13.26.6.4 m_key_groups

```
SlotMap seq64::keys_perform::m_key_groups  [private]
```

Do not access directly, use the set/lookup functions declared below.

13.26.6.5 m_key_events_rev

```
RevSlotMap seq64::keys_perform::m_key_events_rev  [private]
```

Do not access directly, use the set/lookup functions declared below.

13.26.6.6 m_key_groups_rev

```
RevSlotMap seq64::keys_perform::m_key_groups_rev  [private]
```

Do not access directly, use the set/lookup functions declared below.

13.26.6.7 m_key_bpm_up

```
unsigned int seq64::keys_perform::m_key_bpm_up  [private]
```

Used in mainwnd, options, optionsfile, perfedit, seqroll, userfile, and perform.

We could instead use the keys_perform_transfer structure instead of all these individual members.BPM up, apostrophe!!!

13.26.6.8 m_key_bpm_dn

```
unsigned int seq64::keys_perform::m_key_bpm_dn  [private]
```

13.26.6.9 m_key_replace

```
unsigned int seq64::keys_perform::m_key_replace  [private]
```

13.26.6.10 m_key_queue

```
unsigned int seq64::keys_perform::m_key_queue  [private]
```

13.26.6.11 m_key_keep_queue

```
unsigned int seq64::keys_perform::m_key_keep_queue  [private]
```

13.26.6.12 m_key_snapshot_1

```
unsigned int seq64::keys_perform::m_key_snapshot_1  [private]
```

13.26.6.13 m_key_snapshot_2

```
unsigned int seq64::keys_perform::m_key_snapshot_2  [private]
```

13.26.6.14 m_key_screenset_up

```
unsigned int seq64::keys_perform::m_key_screenset_up  [private]
```

13.26.6.15 m_key_screenset_dn

```
unsigned int seq64::keys_perform::m_key_screenset_dn  [private]
```

13.26.6.16 m_key_set_playing_screenset

```
unsigned int seq64::keys_perform::m_key_set_playing_screenset  [private]
```

13.26.6.17 m_key_group_on

```
unsigned int seq64::keys_perform::m_key_group_on  [private]
```

13.26.6.18 m_key_group_off

```
unsigned int seq64::keys_perform::m_key_group_off  [private]
```

13.26.6.19 m_key_group_learn

```
unsigned int seq64::keys_perform::m_key_group_learn  [private]
```

13.26.6.20 m_key_start

```
unsigned int seq64::keys_perform::m_key_start  [private]
```

13.26.6.21 m_key_pause

```
unsigned int seq64::keys_perform::m_key_pause  [private]
```

13.26.6.22 m_key_song_mode

```
unsigned int seq64::keys_perform::m_key_song_mode  [private]
```

13.26.6.23 m_key_toggle_jack

```
unsigned int seq64::keys_perform::m_key_toggle_jack  [private]
```

13.26.6.24 m_key_menu_mode

```
unsigned int seq64::keys_perform::m_key_menu_mode  [private]
```

13.26.6.25 m_key_follow_transport

```
unsigned int seq64::keys_perform::m_key_follow_transport  [private]
```

13.26.6.26 m_key_rewind

```
unsigned int seq64::keys_perform::m_key_rewind  [private]
```

13.26.6.27 m_key_fast_forward

```
unsigned int seq64::keys_perform::m_key_fast_forward  [private]
```

13.26.6.28 m_key_pointer_position

```
unsigned int seq64::keys_perform::m_key_pointer_position  [private]
```

13.26.6.29 m_key_toggle_mutes

```
unsigned int seq64::keys_perform::m_key_toggle_mutes  [private]
```

13.26.6.30 m_key_tap_bpm

```
unsigned int seq64::keys_perform::m_key_tap_bpm  [private]
```

13.26.6.31 m_key_pattern_edit

```
unsigned int seq64::keys_perform::m_key_pattern_edit  [private]
```

13.26.6.32 m_key_event_edit

```
unsigned int seq64::keys_perform::m_key_event_edit  [private]
```

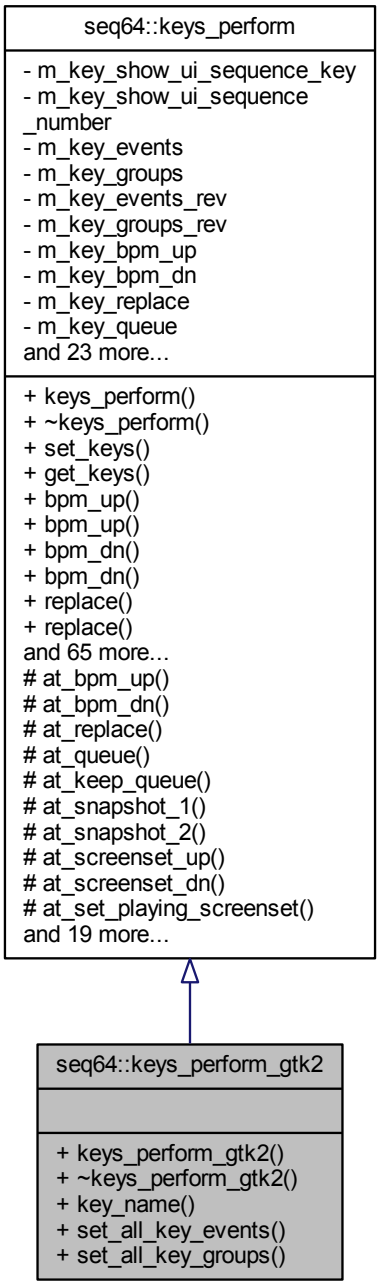
13.26.6.33 m_key_stop

```
unsigned int seq64::keys_perform::m_key_stop  [private]
```

13.27 seq64::keys_perform_gtk2 Class Reference

This class supports the performance mode.

Inheritance diagram for seq64::keys_perform_gtk2:



Public Member Functions

- keys_perform_gtk2 ()

This construction initializes a vast number of member variables, some of them public!

- virtual ~keys_perform_gtk2 ()

  A rote virtual destructor.
- virtual std::string key_name (unsigned int key) const
- virtual void set_all_key_events ()

  Sets up the keys for arming/unmuting events in the Gtk-2 environment.
- virtual void set_all_key_groups ()

  Sets up the keys for group events in the Gtk-2 environment.

Additional Inherited Members

13.27.1 Detailed Description

It has way too many data members, many of the public. Might be ripe for refactoring.

13.27.2 Constructor & Destructor Documentation

13.27.2.1 keys_perform_gtk2()

```
seq64::keys_perform_gtk2::keys_perform_gtk2 ( )
```

13.27.2.2 ~keys_perform_gtk2()

```
seq64::keys_perform_gtk2::~keys_perform_gtk2 ( )  [virtual]
```

No action.

13.27.3 Member Function Documentation

13.27.3.1 key_name()

```
virtual std::string seq64::keys_perform_gtk2::key_name (
            unsigned int key ) const  [inline], [virtual]
```

Reimplemented from seq64::keys_perform.

13.27.3.2 set_all_key_events()

```
void seq64::keys_perform_gtk2::set_all_key_events ( )  [virtual]
```

The base-class function call makes sure the the related lists are cleared before rebuilding them here.

Reimplemented from seq64::keys_perform.

13.27.3.3 set_all_key_groups()

```
void seq64::keys_perform_gtk2::set_all_key_groups ( )  [virtual]
```

The base-class function call makes sure the the related lists are cleared before rebuilding them here.

Reimplemented from seq64::keys_perform.

13.28 seq64::keys_perform_transfer Struct Reference

Provides a data-transfer structure to make it easier to fill in a keys_perform object's members using sscanf().

Data Fields

- unsigned int kpt_bpm_up
- unsigned int kpt_bpm_dn
- unsigned int kpt_screenset_up
- unsigned int kpt_screenset_dn
- unsigned int kpt_set_playing_screenset
- unsigned int kpt_group_on
- unsigned int kpt_group_off
- unsigned int kpt_group_learn
- unsigned int kpt_replace
- unsigned int kpt_queue
- unsigned int kpt_keep_queue
- unsigned int kpt_snapshot_1
- unsigned int kpt_snapshot_2
- unsigned int kpt_start
- unsigned int kpt_stop
- bool kpt_show_ui_sequence_key
- bool kpt_show_ui_sequence_number
- unsigned int kpt_pattern_edit
- unsigned int kpt_event_edit
- unsigned int kpt_tap_bpm
- unsigned int kpt_pause
- unsigned int kpt_song_mode
- unsigned int kpt_toggle_jack
- unsigned int kpt_menu_mode
- unsigned int kpt_follow_transport
- unsigned int kpt_fast_forward
- unsigned int kpt_rewind
- unsigned int kpt_pointer_position
- unsigned int kpt_toggle_mutes

13.28.1 Field Documentation

13.28.1.1 kpt_bpm_up

```
unsigned int seq64::keys_perform_transfer::kpt_bpm_up
```

13.28.1.2 kpt_bpm_dn

```
unsigned int seq64::keys_perform_transfer::kpt_bpm_dn
```

13.28.1.3 kpt_screenset_up

```
unsigned int seq64::keys_perform_transfer::kpt_screenset_up
```

13.28.1.4 kpt_screenset_dn

```
unsigned int seq64::keys_perform_transfer::kpt_screenset_dn
```

13.28.1.5 kpt_set_playing_screenset

```
unsigned int seq64::keys_perform_transfer::kpt_set_playing_screenset
```

13.28.1.6 kpt_group_on

```
unsigned int seq64::keys_perform_transfer::kpt_group_on
```

13.28.1.7 kpt_group_off

```
unsigned int seq64::keys_perform_transfer::kpt_group_off
```

13.28.1.8 kpt_group_learn

```
unsigned int seq64::keys_perform_transfer::kpt_group_learn
```

13.28.1.9 kpt_replace

```
unsigned int seq64::keys_perform_transfer::kpt_replace
```

13.28.1.10 kpt_queue

```
unsigned int seq64::keys_perform_transfer::kpt_queue
```

13.28.1.11 kpt_keep_queue

```
unsigned int seq64::keys_perform_transfer::kpt_keep_queue
```

13.28.1.12 kpt_snapshot_1

```
unsigned int seq64::keys_perform_transfer::kpt_snapshot_1
```

13.28.1.13 kpt_snapshot_2

```
unsigned int seq64::keys_perform_transfer::kpt_snapshot_2
```

13.28.1.14 kpt_start

```
unsigned int seq64::keys_perform_transfer::kpt_start
```

13.28.1.15 kpt_stop

```
unsigned int seq64::keys_perform_transfer::kpt_stop
```

13.28.1.16 kpt_show_ui_sequence_key

```
bool seq64::keys_perform_transfer::kpt_show_ui_sequence_key
```

13.28.1.17 kpt_show_ui_sequence_number

```
bool seq64::keys_perform_transfer::kpt_show_ui_sequence_number
```

13.28.1.18 kpt_pattern_edit

```
unsigned int seq64::keys_perform_transfer::kpt_pattern_edit
```

13.28.1.19 kpt_event_edit

```
unsigned int seq64::keys_perform_transfer::kpt_event_edit
```

13.28.1.20 kpt_tap_bpm

```
unsigned int seq64::keys_perform_transfer::kpt_tap_bpm
```

13.28.1.21 kpt_pause

```
unsigned int seq64::keys_perform_transfer::kpt_pause
```

13.28.1.22 kpt_song_mode

```
unsigned int seq64::keys_perform_transfer::kpt_song_mode
```

13.28.1.23 kpt_toggle_jack

```
unsigned int seq64::keys_perform_transfer::kpt_toggle_jack
```

13.28.1.24 kpt_menu_mode

```
unsigned int seq64::keys_perform_transfer::kpt_menu_mode
```

13.28.1.25 kpt_follow_transport

```
unsigned int seq64::keys_perform_transfer::kpt_follow_transport
```

13.28.1.26 kpt_fast_forward

```
unsigned int seq64::keys_perform_transfer::kpt_fast_forward
```

13.28.1.27 kpt_rewind

```
unsigned int seq64::keys_perform_transfer::kpt_rewind
```

13.28.1.28 kpt_pointer_position

```
unsigned int seq64::keys_perform_transfer::kpt_pointer_position
```

13.28.1.29 kpt_toggle_mutes

```
unsigned int seq64::keys_perform_transfer::kpt_toggle_mutes
```

13.29 seq64::keystroke Class Reference

Encapsulates any practical keystroke.

Public Member Functions

- keystroke ()

  The default constructor for class keystroke.
- keystroke (unsigned int key, bool press=SEQ64_KEYSTROKE_PRESS, int modkey=int(SEQ64_NO_MA↩ SK))

  The principal constructor.
- keystroke (const keystroke &rhs)

  Provides the rote copy constructor.
- keystroke & operator= (const keystroke &rhs)

  Provides the rote principal assignment operator.
- bool is_press () const

  'Getter' function for member m_is_press
- bool is_letter (unsigned int ch=SEQ64_KEYSTROKE_BAD_VALUE) const

  'Getter' function for member m_key to test letters, handles ASCII only.
- bool is (unsigned int ch) const

  Tests the key value to see if it matches the given character exactly (no case-insensitivity).
- bool is_delete () const

  'Getter' function for member m_key to test for a delete-causing key.
- unsigned int key () const

  'Getter' function for member m_key
- void shift_lock ()

  If a lower-case letter, a number, or another character on the "main" part of the keyboard, shift the m_key value to upper-case or the character shifted on a standard American keyboard.
- seq_modifier_t modifier () const

  'Getter' function for member m_modifier
- bool mod_control () const

  'Getter' function for member m_modifier tested for Ctrl key.
- bool mod_control_shift () const

  'Getter' function for member m_modifier tested for Ctrl and Shift key.
- bool mod_super () const

  'Getter' function for member m_modifier tested for Mod4/Super/Windows key.

Private Attributes

- bool m_is_press

  Determines if the key was a press or a release.
- unsigned int m_key

  The key that was pressed or released.
- seq_modifier_t m_modifier

  The optional modifier value.

13.29.1 Detailed Description

Useful in passing more generic events to non-GUI classes.

13.29.2 Constructor & Destructor Documentation

13.29.2.1 keystroke() [1/3]

```
seq64::keystroke::keystroke ( )
```

13.29.2.2 keystroke() [2/3]

```
seq64::keystroke::keystroke (
            unsigned int key,
            bool press = SEQ64_KEYSTROKE_PRESS,
            int modkey = int(SEQ64_NO_MASK) )
```

Parameters

key	The keystroke number of the key that was pressed or released.
press	If true, the keystroke action was a press, otherwise it was a release.
modkey	The modifier key combination that was pressed, if any, in the form of a bit-mask, as defined in the gdk_basic_keys module. Common mask values are SEQ64_SHIFT_MASK, SEQ64_CONTROL_MASK, SEQ64_MOD1_MASK, and SEQ64_MOD4_MASK. If no modifier, this value is SEQ64_NO_MASK.

13.29.2.3 keystroke() [3/3]

```
seq64::keystroke::keystroke (
            const keystroke & rhs )
```

Parameters

rhs	The object to be copied.

13.29.3 Member Function Documentation

13.29.3.1 operator=()

```
keystroke & seq64::keystroke::operator= (
            const keystroke & rhs )
```

Parameters

rhs	The object to be assigned.

Returns

Returns the reference to the current object, for use in assignment chains.

13.29.3.2 is_press()

```
bool seq64::keystroke::is_press ( ) const  [inline]
```

13.29.3.3 is_letter()

```
bool seq64::keystroke::is_letter (
            unsigned int ch = SEQ64_KEYSTROKE_BAD_VALUE ) const
```

Parameters

ch	An optional character to test as an ASCII letter.

Returns

If a character is not provided, true is returned if it is an upper or lower-case letter. Otherwise, true is returned if the m_key value matches the character case-insensitively.

Tricky Code

13.29.3.4 is()

```
bool seq64::keystroke::is (
            unsigned int ch ) const  [inline]
```

Parameters

ch	The character to be tested.

Returns

Returns true if m_key == ch.

13.29.3.5 is_delete()

```
bool seq64::keystroke::is_delete ( ) const  [inline]
```

13.29.3.6 key()

```
unsigned int seq64::keystroke::key ( ) const  [inline]
```

13.29.3.7 shift_lock()

```
void seq64::keystroke::shift_lock ( )
```

Currently also assumes the ASCII character set.

There's an oddity here: the shift of '2' is the '@' character, but seq24 seems to have treated it like the "" character. Some others were treated the same:

```
    Key:        1 2 3 4 5 6 7 8 9 0
    Shift:      ! @ # $ % ^ & * ( )
    Seq24:      ! " # $ % & ' ( ) space
```

```
This function is meant to avoid using the Caps-Lock when picking a
group-learn character in the group-learn mode.
```

13.29.3.8 modifier()

```
seq_modifier_t seq64::keystroke::modifier ( ) const  [inline]
```

13.29.3.9 mod_control()

```
bool seq64::keystroke::mod_control ( ) const  [inline]
```

13.29.3.10 mod_control_shift()

```
bool seq64::keystroke::mod_control_shift ( ) const  [inline]
```

13.29.3.11 mod_super()

```
bool seq64::keystroke::mod_super ( ) const  [inline]
```

13.29.4 Field Documentation

13.29.4.1 m_is_press

```
bool seq64::keystroke::m_is_press  [private]
```

See the SEQ64_KEYSTROKE_PRESS and SEQ64_KEYSTROKE_RELEASE readability macros.

13.29.4.2 m_key

```
unsigned int seq64::keystroke::m_key  [private]
```

Generally, the extended ASCII range (0 to 255) is supported. However, Gtk-2.x/3.x will generally support the full gamut of characters defined in the gdk_basic_keys.h module. We define minimum and maximum range macros for keystrokes that are a bit generous.

13.29.4.3 m_modifier

```
seq_modifier_t seq64::keystroke::m_modifier  [private]
```

Note that SEQ64_NO_MASK is our word for 0, meaning "no modifier".

13.30 seq64::lash Class Reference

This class supports LASH operations, if compiled with LASH support (i.e.

Public Member Functions

- lash (perform &p, int argc, char **argv)

  This constructor calls lash_extract(), using the command-line arguments, if SEQ64_LASH_SUPPORT is enabled.
- void set_alsa_client_id (int id)

  Make ourselves a LASH ALSA client.
- void start ()

  Process any LASH events every 250 msec, which is an arbitrarily chosen interval.
- bool process_events ()

  Process LASH events.

Private Member Functions

- bool init ()

  Initializes LASH support, if enabled.
- void handle_event (lash_event_t *conf)

  Handle a LASH event.
- void handle_config (lash_config_t *conf)

  Handle a LASH configuration item.

Private Attributes

- perform & m_perform

  A hook into the single perform object in the application.
- lash_client_t * m_client

  Holds the client "handle" returned by the lash_init() function.
- lash_args_t * m_lash_args

  Holds the command-line arguments used by the lash_init() function.
- bool m_is_lash_supported

  Indicates if LASH support has been compiled into the library.

13.30.1 Detailed Description

SEQ64_LASH_SUPPORT is defined). All of the ifdef skeleton work is done in this class in such a way that any other part of the code can use this class whether or not lash support is actually built in; the functions will just do nothing.

13.30.2 Constructor & Destructor Documentation

13.30.2.1 lash()

```
seq64::lash::lash (
            perform & p,
            int argc,
            char ** argv )
```

We fixed the crazy usage of argc and argv here and in the client code in the seq24 module.

Parameters

p	The perform object that needs to implement LASH support.
argc	The number of command-line arguments.
argv	The command-line arguments.

13.30.3 Member Function Documentation

13.30.3.1 set_alsa_client_id()

```
void seq64::lash::set_alsa_client_id (
            int id )
```

/param id The ALSA client ID to be set.

13.30.3.2 start()

```
void seq64::lash::start ( )
```

13.30.3.3 process_events()

```
bool seq64::lash::process_events ( )
```

Returns

Always returns true.

13.30.3.4 init()

```
bool seq64::lash::init ( )  [private]
```

Returns

Returns true if the LASH subsystem was able to be initialized, and a LASH client representative (m_client) was allocated.

13.30.3.5 handle_event()

```
void seq64::lash::handle_event (
            lash_event_t * ev )  [private]
```

Parameters

ev	Provides the event to be handled.

13.30.3.6 handle_config()

```
void seq64::lash::handle_config (
            lash_config_t * conf )  [private]
```

Currently incomplete.

Parameters

conf	Provides the configuration item to handle.

13.30.4 Field Documentation

13.30.4.1 m_perform

```
perform& seq64::lash::m_perform  [private]
```

13.30.4.2 m_client

```
lash_client_t* seq64::lash::m_client  [private]
```

13.30.4.3 m_lash_args

```
lash_args_t* seq64::lash::m_lash_args  [private]
```

13.30.4.4 m_is_lash_supported

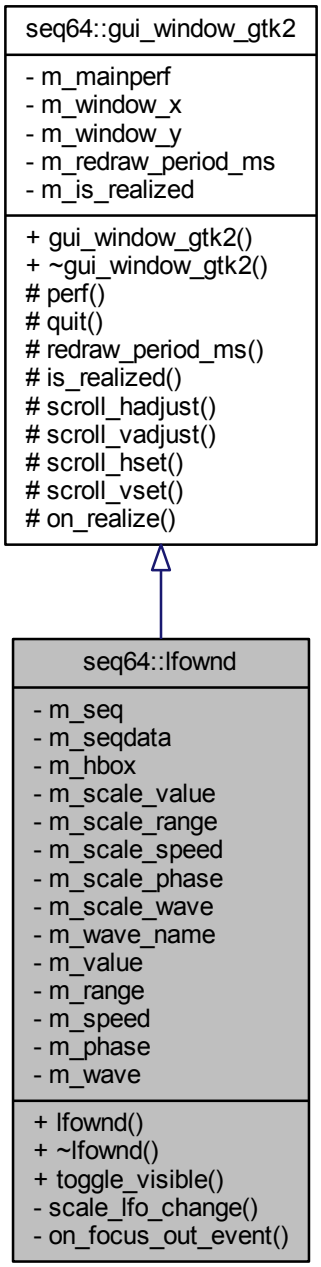
```
bool seq64::lash::m_is_lash_supported  [private]
```

Is set to true if SEQ64_LASH_SUPPORT is defined. This variable is not used, but we will keep it around for the possibility of testing LASH support at run time.

13.31 seq64::lfownd Class Reference

One LFO window class.

Inheritance diagram for seq64::lfownd:



Public Member Functions

- lfownd (perform &p, sequence &seq, seqdata &sdata)

Constructs the LFO window.

- virtual ~lfownd ()
- void toggle_visible ()

Private Member Functions

- void scale_lfo_change ()
- bool on_focus_out_event (GdkEventFocus *p0)

Private Attributes

- sequence & m_seq

  The sequence associated with this window.
- seqdata & m_seqdata

  The seqdata associated with this window.
- Gtk::HBox * m_hbox

  The main horizontal packing box.
- Gtk::VScale * m_scale_value

  Vertical slider for value.
- Gtk::VScale * m_scale_range

  Vertical slider for range.
- Gtk::VScale * m_scale_speed

  Vertical slider for speed.
- Gtk::VScale * m_scale_phase

  Vertical slider for phase.
- Gtk::VScale * m_scale_wave

  Vertical slider for wave type.
- Gtk::Label * m_wave_name

  Human readable name for wave type.
- double m_value

  Value.
- double m_range

  Range.
- double m_speed

  Speed.
- double m_phase

  Phase.
- wave_type_t m_wave

  Wave type.

Additional Inherited Members

13.31.1 Detailed Description

Personally, it seems a bit of a odd duck to be included in Sequencer64, so we're thinking of a better way to manage the data managed by this window.

13.31.2 Constructor & Destructor Documentation

13.31.2.1 lfownd()

```
seq64::lfownd::lfownd (
            perform & p,
            sequence & seq,
            seqdata & sdata )
```

Parameters

p	The performance object, which holds parameters necessary for manipulating events.
seq	The sequence/pattern that is to be affected by the LFO window. It holds the actual MIDI events being modified.
sdata	The data pane/panel of the pattern editor window representing the sequence. We need to tell it to redraw.

13.31.2.2 ~lfownd()

```
seq64::lfownd::~lfownd ( )  [virtual]
```

13.31.3 Member Function Documentation

13.31.3.1 toggle_visible()

```
void seq64::lfownd::toggle_visible ( )
```

13.31.3.2 scale_lfo_change()

```
void seq64::lfownd::scale_lfo_change ( )  [private]
```

13.31.3.3 on_focus_out_event()

```
bool seq64::lfownd::on_focus_out_event (
            GdkEventFocus * p0 )  [private]
```

13.31.4 Field Documentation

13.31.4.1 m_seq

```
sequence& seq64::lfownd::m_seq  [private]
```

13.31.4.2 m_seqdata

```
seqdata& seq64::lfownd::m_seqdata  [private]
```

13.31.4.3 m_hbox

```
Gtk::HBox* seq64::lfownd::m_hbox  [private]
```

13.31.4.4 m_scale_value

```
Gtk::VScale* seq64::lfownd::m_scale_value  [private]
```

13.31.4.5 m_scale_range

```
Gtk::VScale* seq64::lfownd::m_scale_range  [private]
```

13.31.4.6 m_scale_speed

```
Gtk::VScale* seq64::lfownd::m_scale_speed  [private]
```

13.31.4.7 m_scale_phase

```
Gtk::VScale* seq64::lfownd::m_scale_phase  [private]
```

13.31.4.8 m_scale_wave

```
Gtk::VScale* seq64::lfownd::m_scale_wave  [private]
```

13.31.4.9 m_wave_name

```
Gtk::Label* seq64::lfownd::m_wave_name  [private]
```

13.31.4.10 m_value

```
double seq64::lfownd::m_value  [private]
```

13.31.4.11 m_range

```
double seq64::lfownd::m_range  [private]
```

13.31.4.12 m_speed

```
double seq64::lfownd::m_speed  [private]
```

13.31.4.13 m_phase

```
double seq64::lfownd::m_phase  [private]
```

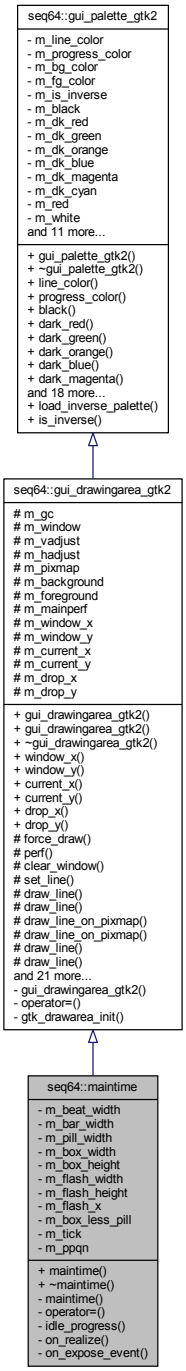
13.31.4.14 m_wave

```
wave_type_t seq64::lfownd::m_wave  [private]
```

13.32 seq64::maintime Class Reference

This class provides the drawing of the progress bar at the top of the main window, along with two "pills" that move in time with the beat and measure.

Inheritance diagram for seq64::maintime:



Public Member Functions

- maintime (perform &p, int ppqn=SEQ64_USE_DEFAULT_PPQN)

  This constructor sets up the colors black, white, and grey, and then allocates them.

- virtual ~maintime ()

  Let's provide a do-nothing virtual destructor.

Private Member Functions

- maintime (const maintime &)
- maintime & operator= (const maintime &)
- int idle_progress (midipulse ticks)

  This function clears the window, sets the foreground to black, draws the "time" window's rectangle, and then draws a rectangle for noting the progress of the beat, and the progress for a bar.
- void on_realize ()

  Handles realization of the window.
- bool on_expose_event (GdkEventExpose *ev)

  This function merely idles.

Private Attributes

- const int m_beat_width

  Provides the divisor for ticks to produce a beat value.
- const int m_bar_width

  Provides the divisor for ticks to produce a bar value.
- const int m_pill_width

  Provides the width of the pills, little black squares that show the progress of a beat and a bar (measure).
- const int m_box_width

  The width/length of the rectangle to be drawn inside the maintime window.
- const int m_box_height

  The height of the rectangle to be drawn inside the maintime window.
- const int m_flash_width

  The width/length of the flashing rectangle to be drawn inside the maintime window.
- const int m_flash_height

  The height of the flashing rectangle to be drawn inside the maintime window.
- const int m_flash_x

  The x value at which a flash should occur.
- const int m_box_less_pill

  The width/length of the maintime window minus the width of the pill.
- midipulse m_tick

  Saves the tick value for on_expose_event().
- int m_ppqn

  Provides the active PPQN value.

Friends

- class mainwnd

Additional Inherited Members

13.32.1 Detailed Description

We added a lot of members to hold the results of calculations that involve what are essentially constant. This saves CPU time, and maybe a little memory for the code to make those calculations more than once.

13.32.2 Constructor & Destructor Documentation

13.32.2.1 maintime() [1/2]

```
seq64::maintime::maintime (
            const maintime &  )  [private]
```

13.32.2.2 maintime() [2/2]

```
seq64::maintime::maintime (
            perform & p,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

In the constructor you can only allocate colors; get_window() would return 0 because the windows has not yet been realized.

13.32.2.3 ~maintime()

```
virtual seq64::maintime::~maintime ( )  [inline], [virtual]
```

13.32.3 Member Function Documentation

13.32.3.1 operator=()

```
maintime& seq64::maintime::operator= (
            const maintime &  )  [private]
```

13.32.3.2 idle_progress()

```
int seq64::maintime::idle_progress (
            midipulse ticks )  [private]
```

Idle hands do the devil's work. We should eventually support some generic coloring for "dark themes". The default coloring is better for "light themes".

Parameters

ticks	Provides the main tick setting. This setting is provided by mainwnd(), in its timer callback.

Returns

Always returns 1 (it used to return "true"!).

13.32.3.3 on_realize()

```
void seq64::maintime::on_realize ( )  [private]
```

It performs the base class's on_realize() function. It then allocates some additional resources: a window, a GC (?), and it clears the window. Then it sets the default size of the window, specified by GUI constructor parameters.

13.32.3.4 on_expose_event()

```
bool seq64::maintime::on_expose_event (
            GdkEventExpose * a_e )  [private]
```

We don't need the m_tick member, the function works as well if 0 is passed in. We've removed m_tick permanently.

Actually, it might be useful after all, to avoid flickering under JACK transport. Let's put it back for now. (It doesn't help, but we will leave it in, the overhead is small.)

13.32.4 Friends And Related Function Documentation

13.32.4.1 mainwnd

```
friend class mainwnd  [friend]
```

13.32.5 Field Documentation

13.32.5.1 m_beat_width

```
const int seq64::maintime::m_beat_width  [private]
```

Currently, this value is hardwired to 4, but will eventually be wired up as usr().midi_beat_width().

13.32.5.2 m_bar_width

```
const int seq64::maintime::m_bar_width  [private]
```

Currently, this value is hardwired to 16, but will eventually be wired up as usr().midi_beat_width() * usr().midi_↩ beats_per_bar().

13.32.5.3 m_pill_width

```
const int seq64::maintime::m_pill_width  [private]
```

13.32.5.4 m_box_width

```
const int seq64::maintime::m_box_width  [private]
```

This item absolutely depends on the main window being non-resizable.

13.32.5.5 m_box_height

```
const int seq64::maintime::m_box_height  [private]
```

This item absolutely depends on the main window being non-resizable.

13.32.5.6 m_flash_width

```
const int seq64::maintime::m_flash_width  [private]
```

Just a bit smaller than m_box_width.

13.32.5.7 m_flash_height

```
const int seq64::maintime::m_flash_height  [private]
```

Just a bit smaller than m_box_width.

13.32.5.8 m_flash_x

```
const int seq64::maintime::m_flash_x  [private]
```

13.32.5.9 m_box_less_pill

```
const int seq64::maintime::m_box_less_pill  [private]
```

13.32.5.10 m_tick

```
midipulse seq64::maintime::m_tick  [private]
```

It might actually be useful after all. And the overhead is tiny.

13.32.5.11 m_ppqn

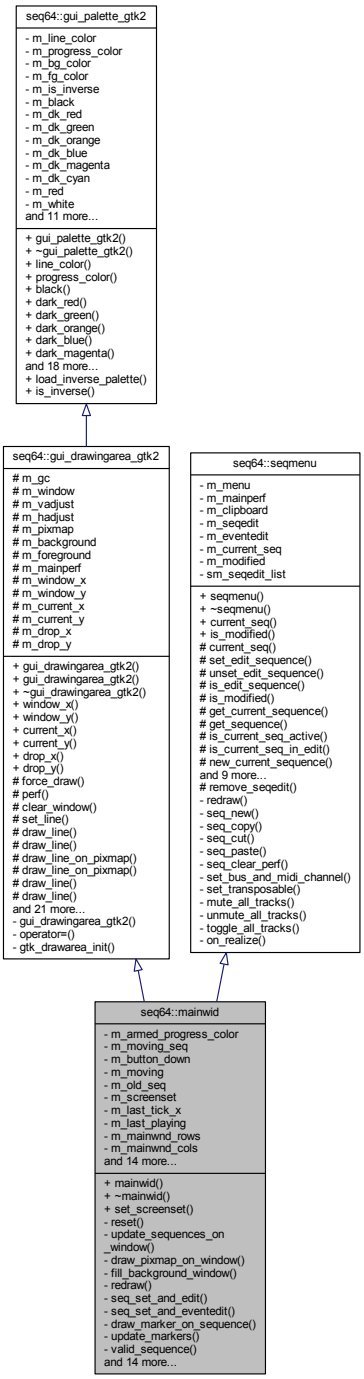
```
int seq64::maintime::m_ppqn  [private]
```

While this is effectively a constant for the duration of a tune, it might change as different tunes are loaded.

13.33 seq64::mainwid Class Reference

This class implements the piano roll area of the application.

Inheritance diagram for seq64::mainwid:



Public Member Functions

- mainwid (perform &p)

This constructor sets all of the members.

- virtual ~mainwid ()

  A rote destructor.

- void set_screenset (int ss, bool setperf=false)

  Set the current screen-set.

Private Member Functions

- void reset ()

  This function redraws everything and queues up a redraw operation.

- void update_sequences_on_window ()

  Updates the image of multiple sequencer/pattern slots.

- void draw_pixmap_on_window ()

  This function queues the blit of pixmap to window.

- void fill_background_window ()

  This function updates the background window, clearing it.

- virtual void redraw (int seq)

  This virtual function, overridden from the seqmenu base class, draws the the given pattern/sequence again.

- virtual void seq_set_and_edit (int seqnum)

  Calculates the sequence number based on the screenset and then calls the base-class function to bring up the pattern/sequence editor.

- virtual void seq_set_and_eventedit (int seqnum)

  Calculates the sequence number based on the screenset and then calls the base-class function to bring up the event editor.

- void draw_marker_on_sequence (int seq, int tick)

  Does the actual drawing of one pattern/sequence position marker, a vertical progress bar.

- void update_markers (int ticks)

  Draw the cursors (long vertical bars) on each sequence, so that they follow the playing progress of each sequence in the mainwid (Patterns Panel).

- bool valid_sequence (int seq)

  Common-code helper function.

- void draw_sequence_on_pixmap (int seq)

  This function draws a specific pattern/sequence on the pixmap located in the main window of the application, the Patterns Panel.

- void draw_sequences_on_pixmap ()

  This function fills the pixmap with sequences.

- void draw_sequence_pixmap_on_window (int seq)

  This function draws a sequence pixmap in the Patterns Panel.

- int seq_from_xy (int x, int y)

  Translates XY coordiinates in the Patterns Panel to a sequence number.

- int timeout ()

  Provides a stock callback, because some kind of callback is needed.

- void calculate_base_sizes (int seq, int &basex, int &basey)

  Provides a way to calculate the base x and y size values for the pattern map.

- void select_fg_bg_colors (int seqnum)

  Picks the foreground and background colors based on the sequence in edit and the SEQ64_EDIT_SEQUENCE_↩ HIGHLIGHT macro.

- void on_realize ()

  For this GTK callback, on realization of window, initialize the shiz.

- bool on_expose_event (GdkEventExpose *ev)

  Implements the GTK expose event callback.

- bool on_button_press_event (GdkEventButton ∗ev)

  Handles a press of a mouse button in one of the sequence/pattern slots.
- bool on_button_release_event (GdkEventButton ∗ev)

  Handles a release of a mouse button.
- bool on_motion_notify_event (GdkEventMotion ∗p0)

  Handle the motion of the mouse if a mouse button is down and in another sequence and if the current sequence is not in edit mode.
- bool on_focus_in_event (GdkEventFocus ∗)

  Handles an on-focus event.
- bool on_focus_out_event (GdkEventFocus ∗)

  Handles an out-of-focus event.

Private Attributes

- Color m_armed_progress_color

  Holds the progress color for armed sequences, which have a black background.
- sequence m_moving_seq

  Holds a partial copy of the sequence we are moving on the patterns panel.
- bool m_button_down

  Indicates that the mouse button is still down.
- bool m_moving

  Indicates that we are still in the middle of a drag-and-drop operation.
- int m_old_seq

  Holds the sequence number of a sequence being drag-and-dropped.
- int m_screenset

  Indicates the current screenset that is visible.
- long m_last_tick_x [c_max_sequence]

  Holds the last active tick for each sequence, used in erasing the progress bar.
- long m_last_playing [c_max_sequence]

  Holds the last playing tick for each sequence.
- int m_mainwnd_rows

  These values are assigned to the values given by the constants of similar names in globals.h, and we will make them parameters or user-interface configuration items later.
- int m_mainwnd_cols

  Number of columns, unused in settings.
- int m_seqarea_x

  Roughly with width of the main window.
- int m_seqarea_y

  Roughly with height of the main window.
- int m_seqarea_seq_x

  To be determined.
- int m_seqarea_seq_y

  To be determined.
- int m_mainwid_x

  To be determined.
- int m_mainwid_y

  To be determined.
- int m_mainwid_border

  Main-window border, unused setting.
- int m_mainwid_spacing

Main-window spacing, unused setting.

- int m_text_size_x

  Text width, varies with font in use.

- int m_text_size_y

  Text height, varies with font in use.

- int m_max_sets

  The maximum number of sets, use all over.

- int m_screenset_slots

  Provides a convenience variable for avoiding multiplications.

- int m_screenset_offset

  Provides a convenience variable for avoiding multiplications.

- int m_progress_height

  Provides the height of the progress bar, to save calculations and for consistency between drawing and erasing the progress bar.

Friends

- class mainwnd
- void update_mainwid_sequences ()

  This global function in the seq64 namespace calls mainwid :: update_sequences_on_window(), if the global mainwid object exists.

Additional Inherited Members

13.33.1 Detailed Description

It inherits from gui_drawingarea_gtk2 to support the font, color, and other GUI functionality, and from seqmenu to support the right-click Edit/New/Cut right-click menu. The friend class and function are for updating the current sequence and for control via the mainwnd object.

13.33.2 Constructor & Destructor Documentation

13.33.2.1 mainwid()

```
seq64::mainwid::mainwid (
            perform & p )
```

And it asks for a size of c_mainwid_x by c_mainwid_y. It adds GDK masks for button presses, releases, motion, key presses, and focus changes. Also logs a self-referential singleton pointer to use for the current-edit highlighting support.

Parameters

p	Provides the reference to the all-important perform object.

13.33.2.2 ~mainwid()

```
seq64::mainwid::~mainwid ( )  [virtual]
```

13.33.3 Member Function Documentation

13.33.3.1 set_screenset()

```
void seq64::mainwid::set_screenset (
            int ss,
            bool setperf = false )
```

The clamping algorithm for the screeset is a bit weird: if less than 0, we set m_screenset to its maximum, and if greater than the maximum, we set it to its minimum. Not sure if this matters.

Note that m_screenset_slots = m_mainwnd_rows * m_mainwnd_cols.

We will likely replace this with perform::set_screenset(), which recapitulates the code above completely, whereas perform::set-offset() recapitulates only the line of code immediately above it. However, note that there is a back-and-forth between setting the screenset via perform (using MIDI control) versus the GUI in the mainwnd class. Probably useful to add a default boolean to prevent circular manipulation.

Parameters

ss	Provides the screen-set number to set.
setperf	If true, then also call perfrom::set_screenset(). Defaults to false. It might be better if it defaults to true.

13.33.3.2 reset()

```
void seq64::mainwid::reset ( )  [inline], [private]
```

13.33.3.3 update_sequences_on_window()

```
void seq64::mainwid::update_sequences_on_window ( )  [inline], [private]
```

Used by the friend class mainwnd, but also useful for our new feature to fully highlight the current sequence. Calls reset() if SEQ64_EDIT_SEQUENCE_HIGHLIGHT is defined.

13.33.3.4 draw_pixmap_on_window()

```
void seq64::mainwid::draw_pixmap_on_window ( )  [inline], [private]
```

13.33.3.5 fill_background_window()

```
void seq64::mainwid::fill_background_window ( )  [inline], [private]
```

13.33.3.6 redraw()

```
void seq64::mainwid::redraw (
            int seqnum )  [private], [virtual]
```

Parameters

seqnum	Provides the number of the sequence to draw.

Implements seq64::seqmenu.

13.33.3.7 seq_set_and_edit()

```
void seq64::mainwid::seq_set_and_edit (
            int seqnum )  [private], [virtual]
```

Used with the '=' key selection, by default.

Reimplemented from seq64::seqmenu.

13.33.3.8 seq_set_and_eventedit()

```
void seq64::mainwid::seq_set_and_eventedit (
            int seqnum )  [private], [virtual]
```

Used with the '-' key selection, by default.

Reimplemented from seq64::seqmenu.

13.33.3.9 draw_marker_on_sequence()

```
void seq64::mainwid::draw_marker_on_sequence (
            int seqnum,
            int tick )  [private]
```

If the sequence has no events, this function doesn't bother drawing a position marker.

Note that, when Sequencer64 first comes up, and perform::is_dirty_main() is called, no sequences exist yet. Also, currently the redraw() is hit when seq_edit() is called, but not when seq_event_edit() is called, which makes the latter not paint the in-edit highlight colors (if enabled). Why?

Parameters

seqnum	Provides the number of the sequence to draw.
tick	Provides the location to draw the marker. If pause support is compiled in (i.e. no –disable-pause in the configuration), then this parameter is ignored, and is replaced by the sequences' get_lask_tick() value. This causes correct stop/pause/play progress-bar behavior in each pattern slot.

13.33.3.10 update_markers()

```
void seq64::mainwid::update_markers (
            int tick )  [private]
```

Parameters

tick	Starting point for drawing the markers.

13.33.3.11 valid_sequence()

```
bool seq64::mainwid::valid_sequence (
            int seqnum )  [private]
```

Parameters

seqnum	Provides the number of the sequence to validate.

Returns

Returns true if the sequence number is valid for the current m_screenset value.

13.33.3.12 draw_sequence_on_pixmap()

```
void seq64::mainwid::draw_sequence_on_pixmap (
            int seqnum )  [private]
```

The sequence is drawn only if it is in the current screen set (indicated by m_screenset). Also, we ignore the sequence if it does not exist.

Note

If only the main window is up, then the sequences just play (muted by default) – the progress bars move in each pattern. Gaps in the sequence in the Song (performance) Editor don't change the appearance of the patterns if only the main window is up. But, if the Song Editor window is up, and the song is started using the controls in the Song Editor, then the active patterns are black while playing, and white when gaps in the sequence are encountered. The muting status in the main window is ignored. The muting in the Song (performance) windows is in force. This setup holds for ALSA, but not for JACK transport.

Parameters

seqnum	Provides the number of the sequence slot that needs to be drawn. It is checked for validity before usage.

13.33.3.13 draw_sequences_on_pixmap()

```
void seq64::mainwid::draw_sequences_on_pixmap ( )  [private]
```

Please note that draw_sequence_on_pixmap() also draws the empty slots of inactive sequences, so we cannot take shortcuts here.

13.33.3.14 draw_sequence_pixmap_on_window()

```
void seq64::mainwid::draw_sequence_pixmap_on_window (
            int seqnum )  [private]
```

The sequence is drawn only if it is in the current screen set (indicated by m_screenset. This function is used when dragging a pattern from one pattern-slot to another pattern-slot.

We have to add 1 pixel to the y height in order to avoid leaving behind a line at the bottom of an empty pattern-slot.

Parameters

seqnum	Provides the number of the sequence to draw.

13.33.3.15 seq_from_xy()

```
int seq64::mainwid::seq_from_xy (
            int x,
            int y )  [private]
```

Parameters

x	Provides the x coordinate.
y	Provides the y coordinate.

Returns

Returns -1 if the sequence number cannot be calculated.

13.33.3.16 timeout()

```
int seq64::mainwid::timeout ( )  [private]
```

Todo We should use this callback to display the current time in the playback.

Returns

Always returns true.

13.33.3.17 calculate_base_sizes()

```
void seq64::mainwid::calculate_base_sizes (
            int seqnum,
            int & basex,
            int & basey )  [private]
```

The values are returned as side-effects.

Parameters

	seqnum	Provides the number of the sequence to calculate.
out	*basex*	A return parameter for the x coordinate of the base size.
out	*basey*	A return parameter for the y coordinate of the base size.

13.33.3.18 select_fg_bg_colors()

```
void seq64::mainwid::select_fg_bg_colors (
            int seqnum )  [private]
```

13.33.3.19 on_realize()

```
void seq64::mainwid::on_realize ( )  [private]
```

It allocates any additional resources that weren't initialized in the constructor.

This function used to call font::init(), and was the only place where the font::init() function was called. The init() function gets a color-map from the window. We need a more fool-proof was to do this!

13.33.3.20 on_expose_event()

```
bool seq64::mainwid::on_expose_event (
            GdkEventExpose * ev )  [private]
```

Parameters

ev	The expose event.

Returns

Always returns true.

13.33.3.21 on_button_press_event()

```
bool seq64::mainwid::on_button_press_event (
            GdkEventButton * ev )  [private]
```

If the press is a single left-click, and no Ctrl key is pressed, then this function grabs the focus, calculates the pattern/sequence over which the button press occurred, and sets the m_button_down flag if it is over a pattern. In the release event callback, this then causes the sequence arming/muting to be toggled.

If the press is a single Ctrl-left-click, this function brings up the New or Edit menu. The New menu is brought up if the grid slot is empty, and the Edit menu otherwise. Another way to bring up the same functionality is described in the next paragraph.

If the press is a double-click, it first acts just like two single-clicks (which might confuse the user at first, because it toggles the mute state twice). Then it brings up the Edit menu for the sequence. This new behavior is closer to what users have come to expect from a double-click. I miss the double-click when running seq24.

We also try to handle a Ctrl-double-click as a signal to do an event edit, instead of a sequence edit. The event editor provides a way to look at all events in detail, without having to select the type of event to see. However, this doesn't work, the event is treated like a ctrl-single-click. And we use the Alt key to enable window movement or resizing in our window manager, so that's out.

Parameters

ev	Provides the parameters of the button event.

Returns

Always returns true.

13.33.3.22 on_button_release_event()

```
bool seq64::mainwid::on_button_release_event (
            GdkEventButton * ev )  [private]
```

This event is a lot more complex than a press. The left button toggles playback status. The right button brings up a popup menu. If the slot is empty, then a "New" popup is presented, otherwise an "Edit" and selection popup is presented.

Also now implements the new "toggle all other patterns" action, initiated via Shift-Left-Click.

Parameters

ev	Provides the parameters of the button event.

Returns

Always returns true.

Tried disabling the setting of the current sequence; it completely disables drag-n-drop. But leaving it in removes the current-sequence highlighting, which otherwise is fine. So we do it only if moving a pattern (drag-and-drop).

13.33.3.23 on_motion_notify_event()

```
bool seq64::mainwid::on_motion_notify_event (
            GdkEventMotion * ev )  [private]
```

This function moves the selected pattern to another pattern slot. The perform::delete_sequence() function sets the perform modification flag.

Parameters

ev	Provides the parameters of the button event.

Returns

Always returns true.

13.33.3.24 on_focus_in_event()

```
bool seq64::mainwid::on_focus_in_event (
            GdkEventFocus *  )  [private]
```

Just sets the Gtk::HAS_FOCUS flag.

Returns

Always returns false.

13.33.3.25 on_focus_out_event()

```
bool seq64::mainwid::on_focus_out_event (
            GdkEventFocus *  )  [private]
```

Just unsets the Gtk::HAS_FOCUS flag.

Returns

Always returns false.

13.33.4 Friends And Related Function Documentation

13.33.4.1 mainwnd

```
friend class mainwnd  [friend]
```

13.33.4.2 update_mainwid_sequences

```
void update_mainwid_sequences ( )  [friend]
```

It is used by other objects that can modify the currently-edited sequence shown in the mainwid (main window).

13.33.5 Field Documentation

13.33.5.1 m_armed_progress_color

```
Color seq64::mainwid::m_armed_progress_color  [private]
```

If the progress color is black(), we want to change it to white for unmuted patterns.

13.33.5.2 m_moving_seq

```
sequence seq64::mainwid::m_moving_seq  [private]
```

The assignment is made by sequence::partial_copy(), which behaves like the legacy seq24 code.

13.33.5.3 m_button_down

```
bool seq64::mainwid::m_button_down  [private]
```

Used in the drag-and-drop functionality.

13.33.5.4 m_moving

```
bool seq64::mainwid::m_moving  [private]
```

13.33.5.5 m_old_seq

```
int seq64::mainwid::m_old_seq  [private]
```

13.33.5.6 m_screenset

```
int seq64::mainwid::m_screenset  [private]
```

13.33.5.7 m_last_tick_x

```
long seq64::mainwid::m_last_tick_x[c_max_sequence]  [private]
```

13.33.5.8 m_last_playing

```
long seq64::mainwid::m_last_playing[c_max_sequence]  [private]
```

This doesn't seem to be used anywhere, even though values are logged, so it is macroed out.

13.33.5.9 m_mainwnd_rows

```
int seq64::mainwid::m_mainwnd_rows  [private]
```

Some of them already have counterparts in the user_settings class.Number of rows, unused part of settings.

13.33.5.10 m_mainwnd_cols

```
int seq64::mainwid::m_mainwnd_cols  [private]
```

13.33.5.11 m_seqarea_x

```
int seq64::mainwid::m_seqarea_x  [private]
```

13.33.5.12 m_seqarea_y

```
int seq64::mainwid::m_seqarea_y  [private]
```

13.33.5.13 m_seqarea_seq_x

```
int seq64::mainwid::m_seqarea_seq_x  [private]
```

13.33.5.14 m_seqarea_seq_y

```
int seq64::mainwid::m_seqarea_seq_y  [private]
```

13.33.5.15 m_mainwid_x

```
int seq64::mainwid::m_mainwid_x  [private]
```

13.33.5.16 m_mainwid_y

```
int seq64::mainwid::m_mainwid_y  [private]
```

13.33.5.17 m_mainwid_border

```
int seq64::mainwid::m_mainwid_border  [private]
```

13.33.5.18 m_mainwid_spacing

```
int seq64::mainwid::m_mainwid_spacing  [private]
```

13.33.5.19 m_text_size_x

```
int seq64::mainwid::m_text_size_x  [private]
```

13.33.5.20 m_text_size_y

```
int seq64::mainwid::m_text_size_y  [private]
```

13.33.5.21 m_max_sets

```
int seq64::mainwid::m_max_sets  [private]
```

13.33.5.22 m_screenset_slots

```
int seq64::mainwid::m_screenset_slots  [private]
```

It is equal to m_mainwnd_rows ∗ m_mainwnd_cols.

13.33.5.23 m_screenset_offset

```
int seq64::mainwid::m_screenset_offset  [private]
```

It is equally to m_screenset_slots ∗ m_screenset.

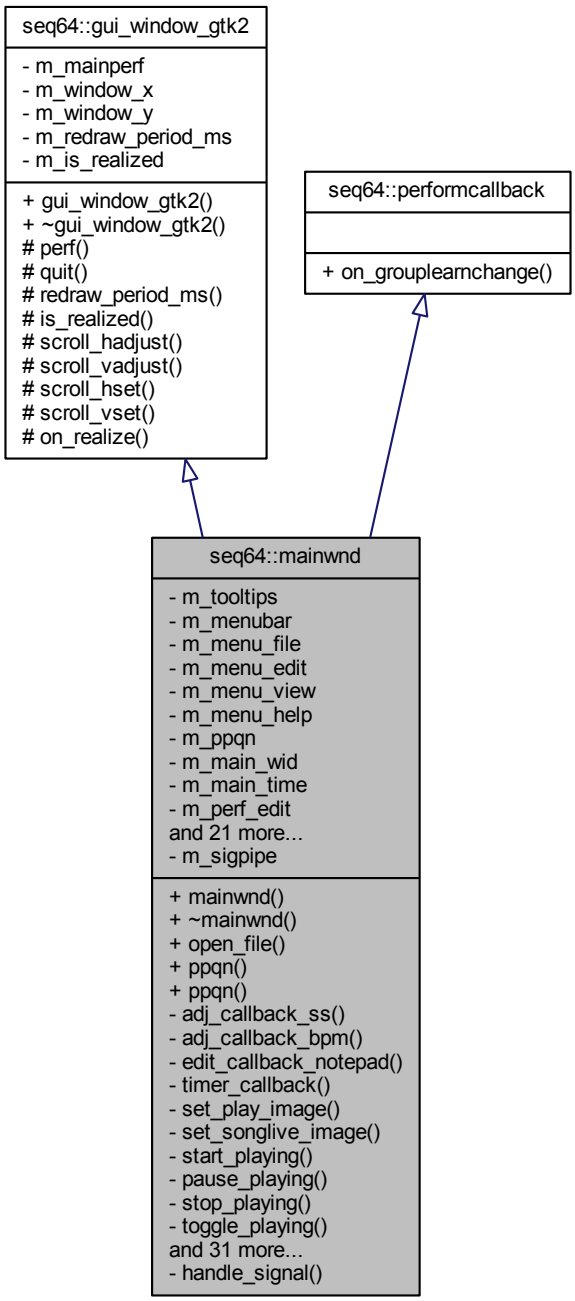
13.33.5.24 m_progress_height

```
int seq64::mainwid::m_progress_height  [private]
```

13.34 seq64::mainwnd Class Reference

This class implements the functionality of the main window of the application, except for the Patterns Panel functionality, which is implemented in the mainwid class.

Inheritance diagram for seq64::mainwnd:



Public Member Functions

- mainwnd (perform &p, bool allowperf2=true, int ppqn=SEQ64_USE_DEFAULT_PPQN)

  The constructor the main window of the application.
- virtual ~mainwnd ()

  This destructor must explicitly delete some allocated resources.
- void open_file (const std::string &filename)

Opens and parses (reads) a MIDI file.

- int ppqn () const

  'Getter' function for member m_ppqn

- void ppqn (int ppqn)

  'Setter' function for member m_ppqn We can't set the PPQN value when the mainwnd is created, we have to do it later, using this function.

Private Member Functions

- void adj_callback_ss ()

  This function is the callback for adjusting the screen-set value.

- void adj_callback_bpm ()

  This function is the callback for adjusting the BPM value.

- void edit_callback_notepad ()

  A callback function for handling an edit to the screen-set notepad.

- bool timer_callback ()

  This function is the GTK timer callback, used to draw our current time and BPM on_events (the main window).

- void set_play_image (bool isrunning)

  Changes the image used for the pause/play button.

- void set_songlive_image (bool issong)

  Changes the image used for the song/live mode button.

- void start_playing ()

  Starts playing of the song.

- void pause_playing ()

  Pauses the playing of the song, leaving the progress bar where it stopped.

- void stop_playing ()

  Stops the playing of the song.

- void toggle_playing ()

  Reverses the state of playback.

- void learn_toggle ()

  Toggle the group-learn status.

- void open_performance_edit ()

  Opens the Performance Editor (Song Editor).

- void open_performance_edit_2 ()

  Opens the second Performance Editor (Song Editor).

- void enregister_perfedits ()

  This function brings together the two perfedit objects, so that they can tell each other when to queue up a draw operation.

- void sequence_key (int seq)

  Use the sequence key to toggle the playing of an active pattern in the current screen-set.

- void apply_song_transpose ()

  Apply full song transposition, if enabled.

- void update_window_title ()

  Updates the title shown in the title bar of the window.

- void toLower (std::string &)

  Converts a string to lower-case letters.

- void file_new ()

  A callback function for the File / New menu entry.

- void file_open ()

  A callback function for the File / Open menu entry.

- void file_save ()

  A callback function for the File / Save menu entry.
- void set_song_mute (perform::mute_op_t op)

  Sets the song-mute mode.
- void file_import_dialog ()

  Presents a file dialog to import a MIDI file.
- void options_dialog ()

  Opens the File / Options dialog.
- void about_dialog ()

  Presents a Help / About dialog.
- void build_info_dialog ()

  Presents a Help / Version Info dialog.
- int query_save_changes ()

  Queries the user to save the changes made while the application was running.
- void new_open_error_dialog ()

  Tells the user to close all the edit windows first.
- void file_save_as (bool do_export=false)

  A callback function for the File / Save As menu entry.
- void file_exit ()

  A callback function for the File / Exit menu entry.
- void new_file ()

  Actually does the work of setting up for a new file.
- bool save_file ()

  Saves the current state in a MIDI file.
- void choose_file ()

  Creates a file-chooser dialog.
- bool is_save ()

  If the data is modified, then the user is queried, and the file is save if okayed.
- bool install_signal_handlers ()

  Installs the signal handlers and pipe code.
- bool signal_action (Glib::IOCondition condition)

  Handles saving or exiting actions when signalled.
- bool edit_field_has_focus () const

  Check if one of the edit fields (BPM spinbutton, screenset spinbutton, or the Name field) has focus.
- bool on_delete_event (GdkEventAny ∗ev)

  This callback function handles a delete event from ...?
- bool on_key_press_event (GdkEventKey ∗ev)

  Handles a key press event.
- bool on_key_release_event (GdkEventKey ∗ev)

  Handles a key release event.
- virtual void on_grouplearnchange (bool state)

  Notification handler for learn mode toggle.

Static Private Member Functions

- static void handle_signal (int sig)

  This function is the handler for system signals (SIGUSR1, SIGINT...) It writes a message to the pipe and leaves as soon as possible.

Private Attributes

- Gtk::Tooltips * m_tooltips

  A repository for tooltips.
- Gtk::MenuBar * m_menubar

  Theses objects support the menu and its sub-menus.
- Gtk::Menu * m_menu_file

  The File menu entry.
- Gtk::Menu * m_menu_edit

  The (new) Edit menu entry.
- Gtk::Menu * m_menu_view

  The View menu entry.
- Gtk::Menu * m_menu_help

  The Help menu entry.
- int m_ppqn

  Saves the PPQN value obtained from the MIDI file (or the default value, the global ppqn, if SEQ64_USE_DEFAUL↩ T_PPQN was specified in reading the MIDI file.
- mainwid * m_main_wid

  The biggest sub-components of mainwnd.
- maintime * m_main_time

  Is this the bar at the top that shows moving squares, also known as "pills"? Why yes, it is.
- perfedit * m_perf_edit

  A pointer to the first song/performance editor.
- perfedit * m_perf_edit_2

  A pointer to an optional second song/performance editor.
- options * m_options

  A pointer to the program options.
- Gdk::Cursor m_main_cursor

  Mouse cursor?
- Gtk::Image * m_image_play

  Provides a pointer to hold the images for the pause/play button.
- Gtk::Button * m_button_learn

  This button is the learn button, otherwise known as the "L" button.
- Gtk::Button * m_button_stop

  Implements the red square stop button.
- Gtk::Button * m_button_play

  Implements the green triangle play button.
- Gtk::Button * m_button_perfedit

  The button for bringing up the Song Editor (Performance Editor).
- Gtk::Label * m_label_jack_mode

  Indicates the current mode of Sequencer64: JACK, Master, and ALSA.
- Gtk::Adjustment * m_adjust_bpm

  The spin/adjustment controls for the BPM (beats-per-minute) value.
- Gtk::SpinButton * m_spinbutton_bpm

  BPM spin-button object.
- Gtk::Adjustment * m_adjust_ss

  The spin/adjustment controls for the screenset value.
- Gtk::SpinButton * m_spinbutton_ss

  Screenset adjustment.
- Gtk::Adjustment * m_adjust_load_offset

  The spin/adjustment controls for the load offset value.

- Gtk::SpinButton * m_spinbutton_load_offset

  Spin button for import.
- Gtk::Entry * m_entry_notes

  This item provides user-interface access to the screenset notepad editor.
- bool m_is_running

  Holds the current status of running, for use in display the play versus pause icon.
- sigc::connection m_timeout_connect

  Provides a timeout handler.
- bool m_menu_mode

  Indicates if the menu bar is to be greyed out or not.
- bool m_call_seq_edit

  Indicates that this object is in a mode where the usual mute/unmute keystroke will instead bring up the pattern slot for editing.
- bool m_call_seq_eventedit

  Indicates that this object is in a mode where the usual mute/unmute keystroke will instead bring up the pattern slot for event-editing.

Static Private Attributes

- static int m_sigpipe [2]

  This small array holds the "handles" for the pipes need to intercept the system signals SIGINT and SIGUSR1, so that the application shuts down gracefully when aborted.

Additional Inherited Members

13.34.1 Constructor & Destructor Documentation

13.34.1.1 mainwnd()

```
seq64::mainwnd::mainwnd (
            perform & p,
            bool allowperf2 = true,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

This constructor is way too large; it would be nicer to provide a number of well-named initialization functions.

Parameters

p	Refers to the main performance object.
allowperf2	Indicates if a second perfedit window should be created. This is currently a run-time option, selectable in the "user" configuration file.
ppqn	An optional PPQN value to use in the song.

Todo Offload most of the work into an initialization function like options does; make the perform parameter a reference; valgrind flags m_tooltips as lost data, but if we try to manage it ourselves, many more leaks occur.

Edit menu items and their hot keys.

View menu items and their hot keys. It repeats the song editor edit command, just to help those whose muscle memory is already seq32-oriented.

View menu items and their hot keys.

Help menu items

Top panel items, including the logo (updated for the new version of this application) and the "timeline" progress bar.

13.34.1.2 ~mainwnd()

```
seq64::mainwnd::~mainwnd ( )  [virtual]
```

13.34.2 Member Function Documentation

13.34.2.1 open_file()

```
void seq64::mainwnd::open_file (
            const std::string & fn )
```

We leave the ppqn parameter set to the SEQ64_USE_DEFAULT for now, to preserve the legacy behavior of using the global ppqn, and scaling the running time against the PPQN read from the MIDI file. Later, we can provide a value like 0, that will certainly be changed by reading the MIDI file.

We don't need to specify the "oldformat" or "global sequence" parameters of the midifile constructor when reading the MIDI file, since reading handles both the old and new formats, dealing with new constructs only if they are present in the file.

Parameters

fn	Provides the file-name for the MIDI file to be opened.

13.34.2.2 ppqn() [1/2]

```
int seq64::mainwnd::ppqn ( ) const  [inline]
```

13.34.2.3 ppqn() [2/2]

```
void seq64::mainwnd::ppqn (
            int ppqn )  [inline]
```

m_ppqn = choose_ppqn(ppqn);

13.34.2.4 handle_signal()

```
void seq64::mainwnd::handle_signal (
            int sig )  [static], [private]
```

13.34.2.5 adj_callback_ss()

```
void seq64::mainwnd::adj_callback_ss ( )  [private]
```

Its sets the screen-set value in the Performance/Song window, the Patterns, and something about setting the text based on a screen-set notepad from the Performance/Song window. We let the perform object keep track of modifications.

13.34.2.6 adj_callback_bpm()

```
void seq64::mainwnd::adj_callback_bpm ( )  [private]
```

Let the perform object keep track of modifications.

13.34.2.7 edit_callback_notepad()

```
void seq64::mainwnd::edit_callback_notepad ( )  [private]
```

Let the perform object keep track of modifications.

13.34.2.8 timer_callback()

```
bool seq64::mainwnd::timer_callback ( )  [private]
```

It also supports the ALSA pause functionality.

Note

When Sequencer64 first starts up, and no MIDI tune is loaded, the call to mainwid::update_markers() leads to trying to do some work on sequences that don't yet exist. Also, if a sequence is changed by the event editor, we get a crash; need to find out how seqedit gets away with the changes.

13.34.2.9 set_play_image()

```
void seq64::mainwnd::set_play_image (
            bool isrunning )  [private]
```

Parameters

isrunning	If true, set the image to the "Pause" icon, since playback is running. Otherwise, set it to the "Play" button, since playback is not running.

13.34.2.10 set_songlive_image()

```
void seq64::mainwnd::set_songlive_image (
            bool issong )  [private]
```

Parameters

issong	If true, set the image to the "Song" icon. Otherwise, set it to the "Live" button.

13.34.2.11 start_playing()

```
void seq64::mainwnd::start_playing ( )  [private]
```

An accessor to perform::start_playing(). This function is actually a callback for the pause/play button. Now very similar to perfedit::start_playing(), except that the implicit songmode == false parameter is used here.

We still need to see if pause_key() is workable with Stazed JACK support in force. Doesn't pause at present.

13.34.2.12 pause_playing()

```
void seq64::mainwnd::pause_playing ( )  [private]
```

Currently, it is just the same as stop_playing(), but we will get it to work.

13.34.2.13 stop_playing()

```
void seq64::mainwnd::stop_playing ( )  [private]
```

An accessor to perform's stop_playing() function. Also calls the mainwid::update_sequences_on_window() function. Not sure that we need this call, since the slots seem to update anyway. But we've noticed that, with this call in place, hitting the Stop button causes a subtle change in the appearance of the first non-empty pattern of the "allofarow.mid" file.

After the Stop button is pushed (in ALSA mode), then the Space key ("start") doesn't work properly. The song starts, then quickly stops. It doesn't matter if update_sequences_on_window() is called or not. This happens even in seq24! This bug has proven incredibly difficult to track down, still working on it.

13.34.2.14 toggle_playing()

```
void seq64::mainwnd::toggle_playing ( )  [private]
```

Meant only to be called when the "Play" button is pressed, if the pause feature has been compiled into the application.

13.34.2.15 learn_toggle()

```
void seq64::mainwnd::learn_toggle ( )  [inline], [private]
```

Simply forwards the call to perform::learn_toggle().

13.34.2.16 open_performance_edit()

```
void seq64::mainwnd::open_performance_edit ( )  [private]
```

We will let perform keep track of modifications, and not just set an is-modified flag just because we opened the song editor. We're going to centralize the modification flag in the perform object, and see if it can work.

13.34.2.17 open_performance_edit_2()

```
void seq64::mainwnd::open_performance_edit_2 ( )  [private]
```

Experiment: open a second one and see what happens. It works, but one needs to tell the other to redraw if a change is made.

13.34.2.18 enregister_perfedits()

```
void seq64::mainwnd::enregister_perfedits ( )  [private]
```

13.34.2.19 sequence_key()

```
void seq64::mainwnd::sequence_key (
            int seq )  [inline], [private]
```

13.34.2.20 apply_song_transpose()

```
void seq64::mainwnd::apply_song_transpose ( )  [private]
```

Then reset the perfedit transpose setting to 0.

13.34.2.21 update_window_title()

```
void seq64::mainwnd::update_window_title ( )  [private]
```

Note that the name of the application is obtained by the "(SEQ64_PACKAGE)" construction.

The format of the caption bar is the name of the package/application, followed by the file-specification (shortened if necessary so that the name of the file itself can be seen), ending with the PPQN value in parentheses.

13.34.2.22 toLower()

```
void seq64::mainwnd::toLower (
            std::string & s )  [private]
```

13.34.2.23 file_new()

```
void seq64::mainwnd::file_new ( )  [inline], [private]
```

13.34.2.24 file_open()

```
void seq64::mainwnd::file_open ( )  [inline], [private]
```

13.34.2.25 file_save()

```
void seq64::mainwnd::file_save ( )  [inline], [private]
```

13.34.2.26 set_song_mute()

```
void seq64::mainwnd::set_song_mute (
            perform::mute_op_t op )  [inline], [private]
```

13.34.2.27 file_import_dialog()

```
void seq64::mainwnd::file_import_dialog ( )  [private]
```

Note that every track of the MIDI file will be imported, even if the track is only a label track (without any MIDI events), or a very long track.

The main difference between the Open operation and the Import operation seems to be that the latter can read MIDI files into a screen-set greater than screen-set 0. No, that's not true, so far. No matter what the current screen-set setting, the import is appended after the current data in screen-set 0. Then, if it overflows that screen-set, the overflow goes into the next screen-set.

It might be nice to have the option of importing a MIDI file into a specific screen-set, for better organization, as well as being able to offset the sequence number.

Also, it is important to note that perf().clear_all() is not called by this routine, as we are merely adding to what might already be there.

13.34.2.28 options_dialog()

```
void seq64::mainwnd::options_dialog ( )  [private]
```

13.34.2.29 about_dialog()

```
void seq64::mainwnd::about_dialog ( )  [private]
```

I (Chris) took the liberty of tacking my name at the end, and hope to have done eventually enough work to warrant having it there.

13.34.2.30 build_info_dialog()

```
void seq64::mainwnd::build_info_dialog ( )  [private]
```

It is similar to the "--version" option on the command line.

13.34.2.31 query_save_changes()

```
int seq64::mainwnd::query_save_changes ( )  [private]
```

13.34.2.32 new_open_error_dialog()

```
void seq64::mainwnd::new_open_error_dialog ( )  [private]
```

13.34.2.33 file_save_as()

```
void seq64::mainwnd::file_save_as (
            bool do_export = false )  [private]
```

Please note that Sequencer64 will not adopt the "c_seq32_midi" type of file, because it already saves its files in a format that other sequencers should be able to read.

Stazed on the intent of the export functionality:

```
The original intent was to be able to play an exported song in
something like TiMIDIty. After I completed things I realized that
there could be an editing benefit as well. I like to record from my
MIDI keyboard, improvised to a drum beat, on a long sequence (64
measures). Some is junk, but there are usually parts that I can use.
In original seq24, to cut out the good or bad stuff, you would have to
search the sequence by listening, then cut and move or copy and paste
to a new sequence. It could be done but was always tedious.  The paste
box for the sequence sometimes made it difficult to find the correct
note location, measure, and beat. Also, on a long sequence, you need
to zoom out to see the copy location as it played, but zoom in for the
precise paste location. In addition if you wanted to change the
measure of the notes, it became a trial and error of copy/paste,
listen, move, listen, move....

With the added Song editor feature of split trigger to mouse and copy
paste trigger to mouse, you can now do all the editing from the song
editor. Listen to the sequence, cut out the good or bad parts and
reassemble. Move or copy all good trigger parts to the left start and
delete all the bad stuff. Now you can use the song export to create
the new sequence. Just mute all other tracks and export. Re-import and
the new cleaned sequence is already done. Also I use it for importing
drum beats from a single '32/'42 file that contains dozens of
different styles with intros and endings. I like to sync two instances
of '32 or '42 together with jack, then play/experiment with the
different beats. If I find something I like, create the song trigger
for the part I like in the drum file, export and import.

I actually do not use the song export for anything but editing.
```

Note that the split trigger variant of Stazed, where it doesn't just split the section in half, is not yet implemented (2016-08-05).

Parameters

do_export	If true, then just write out the file and don't change the name of the current file based on the file-name the user selected. The default value of this parameter is false.

13.34.2.34 file_exit()

```
void seq64::mainwnd::file_exit ( )  [private]
```

13.34.2.35 new_file()

```
void seq64::mainwnd::new_file ( )  [private]
```

Not sure that we need to clear the modified flag here, especially since it is now centralizeed in the perform object. Let perf().clear_all() handle it now.

13.34.2.36 save_file()

```
bool seq64::mainwnd::save_file ( )  [private]
```

Here we specify the current value of m_ppqn, which was set when reading the MIDI file. We also let midifile tell the perform that saving worked, so that the "is modified" flag can be cleared. The midifile class is already a friend of perform.

13.34.2.37 choose_file()

```
void seq64::mainwnd::choose_file ( )  [private]
```

Change Note layk 2016-10-11 Issue #43 Added filters for upper-case MIDI-file extensions.

13.34.2.38 is_save()

```
bool seq64::mainwnd::is_save ( )  [private]
```

13.34.2.39 install_signal_handlers()

```
bool seq64::mainwnd::install_signal_handlers ( )  [private]
```

13.34.2.40 signal_action()

```
bool seq64::mainwnd::signal_action (
            Glib::IOCondition condition )  [private]
```

Returns

Returns true if the signalling was able to be completed, even if it was an unexpected signal.

13.34.2.41 edit_field_has_focus()

```
bool seq64::mainwnd::edit_field_has_focus ( ) const  [private]
```

Returns

Returns true if one of the three editable/modifiable fields has the keyboard focus.

13.34.2.42 on_delete_event()

```
bool seq64::mainwnd::on_delete_event (
            GdkEventAny * ev )  [private]
```

Any changed data is saved. If the pattern is playing, then it is stopped. We now use perform::is_pattern_playing().

13.34.2.43 on_key_press_event()

```
bool seq64::mainwnd::on_key_press_event (
            GdkEventKey * ev )  [private]
```

It also handles the control-key and modifier-key combinations matching the entries in its list of if statements.

Also, we now effectively press the CAPS LOCK key for the user if in group-learn mode, via the keystroke::shift_lock() function.

13.34.2.44 on_key_release_event()

```
bool seq64::mainwnd::on_key_release_event (
            GdkEventKey * ev )  [private]
```

Is this worth turning into a switch statement? Or offloading to a perform member function? The latter. Also, we now effectively press the CAPS LOCK key for the user if in group-learn mode. The function that does this is keystroke::shift_lock().

Todo Test this functionality in old and new application.

Returns

Always returns false. This matches seq24 behavior.

13.34.2.45 on_grouplearnchange()

```
void seq64::mainwnd::on_grouplearnchange (
            bool state )  [private], [virtual]
```

This handler responds to a learn-mode change from perf().

Reimplemented from seq64::performcallback.

13.34.3 Field Documentation

13.34.3.1 m_sigpipe

```
int seq64::mainwnd::m_sigpipe  [static], [private]
```

This static member provides a couple of pipes for signalling/messaging.

13.34.3.2 m_tooltips

```
Gtk::Tooltips* seq64::mainwnd::m_tooltips  [private]
```

13.34.3.3 m_menubar

```
Gtk::MenuBar* seq64::mainwnd::m_menubar  [private]
```

The whole menu bar.

13.34.3.4 m_menu_file

```
Gtk::Menu* seq64::mainwnd::m_menu_file  [private]
```

13.34.3.5 m_menu_edit

```
Gtk::Menu* seq64::mainwnd::m_menu_edit  [private]
```

13.34.3.6 m_menu_view

```
Gtk::Menu* seq64::mainwnd::m_menu_view  [private]
```

13.34.3.7 m_menu_help

```
Gtk::Menu* seq64::mainwnd::m_menu_help  [private]
```

13.34.3.8 m_ppqn

```
int seq64::mainwnd::m_ppqn  [private]
```

We need it early here to be able to pass it along to child objects.

13.34.3.9 m_main_wid

```
mainwid* seq64::mainwnd::m_main_wid  [private]
```

The first is the Patterns Panel, which the mainwid helps implement. We end up sharing this object with perfedit, perfnames, and seqedit in order to allow the seqedit object to notify the mainwid (indirectly) of the currently-edited sequence.

13.34.3.10 m_main_time

```
maintime* seq64::mainwnd::m_main_time  [private]
```

13.34.3.11 m_perf_edit

```
perfedit* seq64::mainwnd::m_perf_edit  [private]
```

13.34.3.12 m_perf_edit_2

```
perfedit* seq64::mainwnd::m_perf_edit_2  [private]
```

The second makes it easy to line up two different patterns that cannot be seen together on one performance editor.

13.34.3.13 m_options

```
options* seq64::mainwnd::m_options  [private]
```

13.34.3.14 m_main_cursor

```
Gdk::Cursor seq64::mainwnd::m_main_cursor  [private]
```

13.34.3.15 m_image_play

```
Gtk::Image* seq64::mainwnd::m_image_play  [private]
```

13.34.3.16 m_button_learn

```
Gtk::Button* seq64::mainwnd::m_button_learn  [private]
```

13.34.3.17 m_button_stop

```
Gtk::Button* seq64::mainwnd::m_button_stop  [private]
```

13.34.3.18 m_button_play

```
Gtk::Button* seq64::mainwnd::m_button_play  [private]
```

If configured to support pause, it also supports the pause pixmap and functionality.

13.34.3.19 m_button_perfedit

```
Gtk::Button* seq64::mainwnd::m_button_perfedit  [private]
```

13.34.3.20 m_label_jack_mode

```
Gtk::Label* seq64::mainwnd::m_label_jack_mode  [private]
```

13.34.3.21 m_adjust_bpm

```
Gtk::Adjustment* seq64::mainwnd::m_adjust_bpm  [private]
```

BPM adjustment object.

13.34.3.22 m_spinbutton_bpm

```
Gtk::SpinButton* seq64::mainwnd::m_spinbutton_bpm  [private]
```

13.34.3.23 m_adjust_ss

```
Gtk::Adjustment* seq64::mainwnd::m_adjust_ss  [private]
```

Screenset adjustment.

13.34.3.24 m_spinbutton_ss

```
Gtk::SpinButton* seq64::mainwnd::m_spinbutton_ss  [private]
```

13.34.3.25 m_adjust_load_offset

```
Gtk::Adjustment* seq64::mainwnd::m_adjust_load_offset  [private]
```

These controls are used in the File / Import dialog to change where the imported file will be loaded in the sequences space, which ranges from 0 to 1024 in blocks of 32 patterns.Load number for import.

13.34.3.26 m_spinbutton_load_offset

```
Gtk::SpinButton* seq64::mainwnd::m_spinbutton_load_offset  [private]
```

13.34.3.27 m_entry_notes

```
Gtk::Entry* seq64::mainwnd::m_entry_notes  [private]
```

This is just a long text-edit field that can be used to enter a long name or a short description of the current screenset.

13.34.3.28 m_is_running

```
bool seq64::mainwnd::m_is_running  [private]
```

13.34.3.29 m_timeout_connect

```
sigc::connection seq64::mainwnd::m_timeout_connect  [private]
```

13.34.3.30 m_menu_mode

```
bool seq64::mainwnd::m_menu_mode  [private]
```

This is a "stazed" feature that might be generally useful.

13.34.3.31 m_call_seq_edit

```
bool seq64::mainwnd::m_call_seq_edit  [private]
```

Currently, the hard-wired key for this function is the equals key.

13.34.3.32 m_call_seq_eventedit

```
bool seq64::mainwnd::m_call_seq_eventedit  [private]
```

Currently, the hard-wired key for this function is the minus key.

13.35 seq64::mastermidibus Class Reference

The class that "supervises" all of the midibus objects?

Public Member Functions

- mastermidibus (int ppqn=SEQ64_USE_DEFAULT_PPQN, int bpm=c_beats_per_minute)

  The mastermidibus default constructor fills the array with our busses.
- ~mastermidibus ()

  The destructor deletes all of the output busses, clears out the ALSA events, stops and frees the queue, and closes ALSA for this application.
- void init (int ppqn)

  Initialize the mastermidibus.
- snd_seq_t * get_alsa_seq () const

  'Getter' function for member m_alsa_seq
- int get_num_out_buses () const

  'Getter' function for member m_num_out_buses
- int get_num_in_buses () const

  'Getter' function for member m_num_in_buses
- void set_beats_per_minute (int bpm)

  Set the BPM value (beats per minute).
- void set_ppqn (int ppqn)

  Set the PPQN value (parts per quarter note).
- bool filter_by_channel () const

  'Getter' function for member m_filter_by_channel
- void filter_by_channel (bool flag)

  'Setter' function for member m_filter_by_channel
- int get_beats_per_minute () const

  'Getter' function for member m_beats_per_minute
- int get_ppqn () const

  'Getter' function for member m_ppqn
- std::string get_midi_out_bus_name (int bus)

  Get the MIDI output buss name for the given (legal) buss number.
- std::string get_midi_in_bus_name (int bus)

  Get the MIDI input buss name for the given (legal) buss number.
- void print ()

  Print some information about the available MIDI output busses.
- void flush ()

  Flushes our local queue events out into ALSA.
- void start ()

  Starts all of the configured output busses up to m_num_out_buses.
- void stop ()

  Stops each of the output busses.
- void clock (midipulse tick)

  Generates the MIDI clock for each of the output busses.
- void continue_from (midipulse tick)

  Gets the output busses running again, if ALSA support is enabled.
- void init_clock (midipulse tick)

  Initializes the clock of each of the output busses.
- int poll_for_midi ()

  Initiate a poll() on the existing poll descriptors.
- bool is_more_input ()

  Test the ALSA sequencer to see if any more input is pending.
- bool get_midi_event (event *in)

  Grab a MIDI event.

- void set_sequence_input (bool state, sequence *seq)

  Set the input sequence object, and set the m_dumping_input value to the given state.
- void dump_midi_input (event in)

  This function augments the recording functionality by looking for a sequence that has a matching channel number, logging the event to that sequence, and then immediately exiting.
- bool is_dumping () const

  'Getter' function for member m_dumping_input
- sequence * get_sequence () const

  'Getter' function for member m_seq
- void sysex (event *event)

  Handle the sending of SYSEX events.
- void port_start (int client, int port)

  Start the given ALSA MIDI port.
- void port_exit (int client, int port)

  Turn off the given port for the given client.
- void play (bussbyte bus, event *e24, midibyte channel)

  Handle the playing of MIDI events on the MIDI buss given by the parameter, as long as it is a legal buss number.
- void set_clock (bussbyte bus, clock_e clock_type)

  Set the clock for the given (legal) buss number.
- clock_e get_clock (bussbyte bus)

  Gets the clock setting for the given (legal) buss number.
- void set_input (bussbyte bus, bool inputing)

  Set the status of the given input buss, if a legal buss number.
- bool get_input (bussbyte bus)

  Get the input for the given (legal) buss number.

Private Attributes

- snd_seq_t * m_alsa_seq

  The ALSA sequencer client handle.
- int m_max_busses

  The maximum number of busses supported.
- int m_num_out_buses

  The number of output busses.
- int m_num_in_buses

  The number of input busses.
- midibus * m_buses_out [c_max_busses]

  Output MIDI busses.
- midibus * m_buses_in [c_max_busses]

  Input MIDI busses.
- midibus * m_bus_announce

  MIDI buss announcer?
- bool m_buses_out_active [c_max_busses]

  Active output MIDI busses.
- bool m_buses_in_active [c_max_busses]

  Active input MIDI busses.
- bool m_buses_out_init [c_max_busses]

  Output MIDI buss initialization.
- bool m_buses_in_init [c_max_busses]

  Input MIDI buss initialization.

- clock_e m_init_clock [c_max_busses]

  Clock initialization.
- bool m_init_input [c_max_busses]

  Input initialization?
- int m_queue

  The ID of the MIDI queue.
- int m_ppqn

  Resolution in parts per quarter note.
- int m_beats_per_minute

  BPM (beats per minute).
- int m_num_poll_descriptors

  The number of descriptors for polling.
- struct pollfd * m_poll_descriptors

  Points to the list of descriptors for polling.
- bool m_dumping_input

  For dumping MIDI input to a sequence for recording.
- std::vector< sequence * > m_vector_sequence

  Used for the new "stazed" feature of filtering MIDI channels so that a sequence gets only the channels meant for it.
- bool m_filter_by_channel

  If true, the m_vector_sequence container is used to divert incoming data to the sequence that has the channel it is meant for.
- sequence * m_seq

  Points to the sequence object.
- mutex m_mutex

  The locking mutex.

13.35.1 Constructor & Destructor Documentation

13.35.1.1 mastermidibus()

```
seq64::mastermidibus::mastermidibus (
            int ppqn = SEQ64_USE_DEFAULT_PPQN,
            int bpm = c_beats_per_minute )
```

Parameters

ppqn	Provides the PPQN value for this object. However, in most cases, the default, SEQ64_USE_DEFAULT_PPQN should be specified. Then the caller of this constructor should call mastermidibus::set_ppqn() to set up the proper PPQN value.
bpm	Provides the beats per minute value, which defaults to c_beats_per_minute.

13.35.1.2 ~mastermidibus()

```
seq64::mastermidibus::~mastermidibus ( )
```

Valgrind indicates we might have issues caused by the following functions:

```
-   snd_config_hook_load()
-   snd_config_update_r() via snd_seq_open()
-   _dl_init() and other GNU function
-   init_gtkmm_internals() [version 2.4]
```

13.35.2 Member Function Documentation

13.35.2.1 init()

```
void seq64::mastermidibus::init (
            int ppqn )
```

It initializes 16 MIDI output busses, a hardwired constant, SEQ64_ALSA_OUTPUT_BUSS_MAX == 16. Only one MIDI input buss is initialized.

Parameters

ppqn	The PPQN value to which to initialize the master MIDI buss.

13.35.2.2 get_alsa_seq()

```
snd_seq_t* seq64::mastermidibus::get_alsa_seq ( ) const  [inline]
```

13.35.2.3 get_num_out_buses()

```
int seq64::mastermidibus::get_num_out_buses ( ) const  [inline]
```

13.35.2.4 get_num_in_buses()

```
int seq64::mastermidibus::get_num_in_buses ( ) const  [inline]
```

13.35.2.5 set_beats_per_minute()

```
void seq64::mastermidibus::set_beats_per_minute (
            int bpm )
```

This is done by creating an ALSA tempo structure, adding tempo information to it, and then setting the ALSA sequencer object with this information.

We fill the ALSA tempo structure (snd_seq_queue_tempo_t) with the current tempo information, set the BPM value, put it in the tempo structure, and give the tempo value to the ALSA queue.

Threadsafe

Parameters

bpm	Provides the beats-per-minute value to set.

13.35.2.6 set_ppqn()

```
void seq64::mastermidibus::set_ppqn (
```

```
            int ppqn )
```

This is done by creating an ALSA tempo structure, adding tempo information to it, and then setting the ALSA sequencer object with this information. Fills the tempo structure with the current tempo information. Then sets the ppqn value. Finally, gives the tempo structure to the ALSA queue.

Threadsafe

Parameters

ppqn	The PPQN value to be set.

13.35.2.7 filter_by_channel() [1/2]

```
bool seq64::mastermidibus::filter_by_channel ( ) const  [inline]
```

13.35.2.8 filter_by_channel() [2/2]

```
void seq64::mastermidibus::filter_by_channel (
            bool flag )  [inline]
```

13.35.2.9 get_beats_per_minute()

```
int seq64::mastermidibus::get_beats_per_minute ( ) const  [inline]
```

13.35.2.10 get_ppqn()

```
int seq64::mastermidibus::get_ppqn ( ) const  [inline]
```

13.35.2.11 get_midi_out_bus_name()

```
std::string seq64::mastermidibus::get_midi_out_bus_name (
            int bus )
```

Parameters

bus	Provides the output buss number. Checked before usage.

Returns

Returns the buss name as a standard C++ string, truncated to 80-1 characters. Also contains an indication that the buss is disconnected or unconnected. If the buss number is illegal, this string is empty.

13.35.2.12 get_midi_in_bus_name()

```
std::string seq64::mastermidibus::get_midi_in_bus_name (
            int bus )
```

Parameters

bus	Provides the input buss number.

Returns

Returns the buss name as a standard C++ string, truncated to 80-1 characters. Also contains an indication that the buss is disconnected or unconnected.

13.35.2.13 print()

```
void seq64::mastermidibus::print ( )
```

13.35.2.14 flush()

```
void seq64::mastermidibus::flush ( )
```

Threadsafe

13.35.2.15 start()

```
void seq64::mastermidibus::start ( )
```

Threadsafe

13.35.2.16 stop()

```
void seq64::mastermidibus::stop ( )
```

If ALSA support is enable, also drains the output, synchronizes the output queue, and then stop the queue.

Threadsafe

13.35.2.17 clock()

```
void seq64::mastermidibus::clock (
            midipulse tick )
```

Threadsafe

Parameters

tick	Provides the tick value with which to set the buss clock.

13.35.2.18 continue_from()

```
void seq64::mastermidibus::continue_from (
            midipulse tick )
```

Threadsafe

Parameters

tick	Provides the tick value to continue from.

13.35.2.19 init_clock()

```
void seq64::mastermidibus::init_clock (
            midipulse tick )
```

Threadsafe

Parameters

tick	Provides the tick value with which to initialize the buss clock.

13.35.2.20 poll_for_midi()

```
int seq64::mastermidibus::poll_for_midi ( )
```

Returns

Returns the result of the poll, or 0 if ALSA is not supported.

13.35.2.21 is_more_input()

```
bool seq64::mastermidibus::is_more_input ( )
```

Threadsafe

Returns

Returns true if ALSA is supported, and the returned size is greater than 0, or false otherwise.

13.35.2.22 get_midi_event()

```
bool seq64::mastermidibus::get_midi_event (
            event * inev )
```

First, a rather large buffer is allocated on the stack to hold the MIDI event data. Next, if the –alsa-manual-ports option is not in force, then we check to see if the event is a port-start, port-exit, or port-change event, and we prcess it, and are done.

Otherwise, we create a "MIDI event parser" and decode the MIDI event.

Threadsafe

Parameters

inev	The event to be set based on the found input event.

We will only get EVENT_SYSEX on the first packet of MIDI data; the rest we have to poll for. SysEx processing is currently disabled.

13.35.2.23 set_sequence_input()

```
void seq64::mastermidibus::set_sequence_input (
            bool state,
            sequence * seq )
```

Threadsafe

Parameters

state	Provides the dumping-input (recording) state to be set.
seq	Provides the sequence object to be logged as the mastermidibus's sequence. Can also be used to set a null pointer, to disable the sequence setting.

13.35.2.24 dump_midi_input()

```
void seq64::mastermidibus::dump_midi_input (
            event ev )
```

Parameters

ev	The event that was recorded, passed as a copy.

13.35.2.25 is_dumping()

```
bool seq64::mastermidibus::is_dumping ( ) const  [inline]
```

13.35.2.26 get_sequence()

```
sequence* seq64::mastermidibus::get_sequence ( ) const  [inline]
```

13.35.2.27 sysex()

```
void seq64::mastermidibus::sysex (
            event * ev )
```

The event is sent to all MIDI output busses.

Threadsafe

Parameters

ev	Provides the event pointer to be set.

13.35.2.28 port_start()

```
void seq64::mastermidibus::port_start (
            int client,
            int port )
```

Threadsafe Quite a lot is done during the lock!

Parameters

client	Provides the ALSA client number.
port	Provides the ALSA client port.

13.35.2.29 port_exit()

```
void seq64::mastermidibus::port_exit (
            int client,
            int port )
```

Both the input and output busses for the given client are stopped, and set to inactive.

Threadsafe

Parameters

client	The client to be matched and acted on.
port	The port to be acted on. Both parameter must be match before the buss is made inactive.

13.35.2.30 play()

```
void seq64::mastermidibus::play (
            bussbyte bus,
            event * e24,
            midibyte channel )
```

Threadsafe

Parameters

bus	The buss to start play on. Ooh, we just noticed that value should be checked before usage!
e24	The seq24 event to play on the buss.
channel	The channel on which to play the event.

13.35.2.31 set_clock()

```
void seq64::mastermidibus::set_clock (
            bussbyte bus,
            clock_e clocktype )
```

The legality checks are a little loose, however.

Threadsafe

Parameters

bus	The buss to start play on. Checked before usage.
clocktype	The type of clock to be set, either "off", "pos", or "mod", as noted in the midibus_common module.

13.35.2.32 get_clock()

```
clock_e seq64::mastermidibus::get_clock (
            bussbyte bus )
```

Parameters

bus	Provides the buss number to read. Checked before usage.

Returns

If the buss number is legal, and the buss is active, then its clock setting is returned. Otherwise, e_clock_off is returned.

13.35.2.33 set_input()

```
void seq64::mastermidibus::set_input (
            bussbyte bus,
            bool inputing )
```

Why is another buss-count constant, and a global one at that, being used? And I thought there was only one input buss anyway! Well, there is only one ALSA input buss, but more can be used with JACK, apparently.

Threadsafe

Parameters

bus	Provides the buss number.
inputing	True if the input bus will be inputting MIDI data.

13.35.2.34 get_input()

```
bool seq64::mastermidibus::get_input (
            bussbyte bus )
```

Parameters

bus	Provides the buss number.

Returns

Always returns false.

13.35.3 Field Documentation

13.35.3.1 m_alsa_seq

```
snd_seq_t* seq64::mastermidibus::m_alsa_seq  [private]
```

13.35.3.2 m_max_busses

```
int seq64::mastermidibus::m_max_busses  [private]
```

Set to c_max_busses for now.

13.35.3.3 m_num_out_buses

```
int seq64::mastermidibus::m_num_out_buses  [private]
```

13.35.3.4 m_num_in_buses

```
int seq64::mastermidibus::m_num_in_buses  [private]
```

13.35.3.5 m_buses_out

```
midibus* seq64::mastermidibus::m_buses_out[c_max_busses]  [private]
```

13.35.3.6 m_buses_in

```
midibus* seq64::mastermidibus::m_buses_in[c_max_busses]  [private]
```

13.35.3.7 m_bus_announce

```
midibus* seq64::mastermidibus::m_bus_announce  [private]
```

13.35.3.8 m_buses_out_active

```
bool seq64::mastermidibus::m_buses_out_active[c_max_busses]  [private]
```

13.35.3.9 m_buses_in_active

```
bool seq64::mastermidibus::m_buses_in_active[c_max_busses]  [private]
```

13.35.3.10 m_buses_out_init

```
bool seq64::mastermidibus::m_buses_out_init[c_max_busses]  [private]
```

13.35.3.11 m_buses_in_init

```
bool seq64::mastermidibus::m_buses_in_init[c_max_busses]  [private]
```

13.35.3.12 m_init_clock

```
clock_e seq64::mastermidibus::m_init_clock[c_max_busses]  [private]
```

13.35.3.13 m_init_input

```
bool seq64::mastermidibus::m_init_input[c_max_busses]  [private]
```

13.35.3.14 m_queue

```
int seq64::mastermidibus::m_queue  [private]
```

13.35.3.15 m_ppqn

```
int seq64::mastermidibus::m_ppqn  [private]
```

13.35.3.16 m_beats_per_minute

```
int seq64::mastermidibus::m_beats_per_minute  [private]
```

We had to lengthen this name; way too easy to confuse it with "bpm" for "beats per measure".

13.35.3.17 m_num_poll_descriptors

```
int seq64::mastermidibus::m_num_poll_descriptors  [private]
```

13.35.3.18 m_poll_descriptors

```
struct pollfd* seq64::mastermidibus::m_poll_descriptors  [private]
```

13.35.3.19 m_dumping_input

```
bool seq64::mastermidibus::m_dumping_input  [private]
```

13.35.3.20 m_vector_sequence

```
std::vector<sequence *> seq64::mastermidibus::m_vector_sequence  [private]
```

We want to make this a run-time, non-legacy option.

13.35.3.21 m_filter_by_channel

```
bool seq64::mastermidibus::m_filter_by_channel  [private]
```

13.35.3.22 m_seq

```
sequence* seq64::mastermidibus::m_seq  [private]
```

13.35.3.23 m_mutex

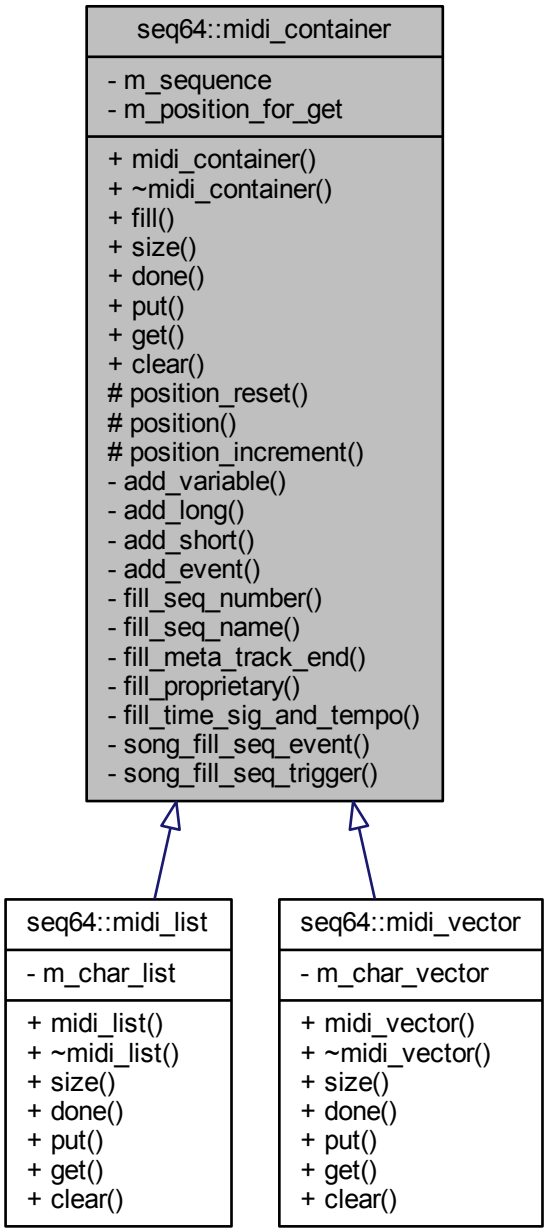
```
mutex seq64::mastermidibus::m_mutex  [private]
```

This object is passed to an automutex object that lends exception-safety to the mutex locking.

13.36 seq64::midi_container Class Reference

This class is the abstract base class for a container of MIDI track information.

Inheritance diagram for seq64::midi_container:



Public Member Functions

- midi_container (sequence &seq)

Fills in the few members of this class.

- virtual ~midi_container ()

  A rote constructor needed for a base class.
- void fill (int tracknumber, const perform &p)

  This function fills the given track (sequence) with MIDI data from the current sequence, preparatory to writing it to a file.
- virtual std::size_t size () const

  Returns the size of the container, in midibytes.
- virtual bool done () const

  Instead of checking for the size of the container when "emptying" it [see the midifile::write() function], use this function, which is overridden to match the type of container being used.
- virtual void put (midibyte b)=0

  Provides a way to add a MIDI byte into the container.
- virtual midibyte get () const =0

  Provide a way to get the next byte from the container.
- virtual void clear ()=0

  Provides a way to clear the container.

Protected Member Functions

- unsigned int position_reset () const

  'Setter' function for member m_position_for_get Sets the position to 0 and then returns that value.
- unsigned int position () const

  'Getter' function for member m_position_for_get Returns the current position.
- void position_increment () const

  'Getter' function for member m_position_for_get Increments the current position.

Private Member Functions

- void add_variable (midipulse v)

  This function masks off the lower 8 bits of the long parameter, then shifts it right 7, and, if there are still set bits, it encodes it into the buffer in reverse order.
- void add_long (midipulse x)

  Adds a long value (a MIDI pulse/tick value) to the container.
- void add_short (midishort x)

  Adds a short value (two bytes) to the container.
- void add_event (const event &e, midipulse deltatime)

  Adds an event to the container.
- void fill_seq_number (int seq)

  Fills in the sequence number.
- void fill_seq_name (const std::string &name)

  Fills in the sequence name.
- void fill_meta_track_end (midipulse deltatime)
- void fill_proprietary ()

  Fills in the Sequencer64-specific information for the current sequence: The MIDI buss number, the time-signature, and the MIDI channel.
- void fill_time_sig_and_tempo (const perform &p)

  Fill in the time-signature and tempo information.
- midipulse song_fill_seq_event (const trigger &trig, midipulse prev_timestamp)

  Fills in sequence events based on the trigger and events in the sequence associated with this midi_container.
- void song_fill_seq_trigger (const trigger &trig, midipulse len, midipulse prev_timestamp)

  Fills in the trigger for the whole sequence.

Private Attributes

- sequence & m_sequence

  Provide a hook into a sequence so that we can exchange data with a sequence object.
- unsigned int m_position_for_get

  Provides the position in the container when making a series of get() calls on the container.

Friends

- class midifile

13.36.1 Detailed Description

It is the base class for midi_list and midi_vector.

13.36.2 Constructor & Destructor Documentation

13.36.2.1 midi_container()

```
seq64::midi_container::midi_container (
            sequence & seq )
```

Parameters

seq	Provides a reference to the sequence/track for which this container holds MIDI data.

13.36.2.2 ~midi_container()

```
virtual seq64::midi_container::~midi_container ( )  [inline], [virtual]
```

13.36.3 Member Function Documentation

13.36.3.1 fill()

```
void seq64::midi_container::fill (
            int tracknumber,
            const perform & p )
```

Note that some of the events might not come out in the same order they were stored in (we see that with program-change events). This function replaces sequence::fill_list().

Now, for sequence 0, an alternate format for writing the sequencer number chunk is "FF 00 00". But that format can only occur in the first track, and the rest of the tracks then don't need a sequence number, since it is assumed to increment. This application doesn't use that shortcut.

Stazed:

```
The "stazed" (seq32) code implements a function like this one
using a function sequence::fill_proprietary_list() that we
don't need for our implementation... it is part of our
midi_container::fill() function.
```

Triggers:

```
Triggers are added by first calling add_variable(0), which is needed
because why?

Then 0xFF 0x7F is written, followed by the length value, which is the
number of triggers at 3 long integers per trigger, plus the 4-byte
code for triggers, c_triggers_new = 0x24240008.
```

Not threadsafe The sequence object bound to this container needs to provide the locking mechanism when calling this function.

Parameters

tracknumber	Provides the track number. This number is masked into the track information.
p	The performance object that will hold some of the parameters needed when filling the MIDI container.

To allow other sequencers to read Seq24/Sequencer64 files, we should provide the Time Signature and Tempo meta events, in the 0th (first) track (sequence). These events must precede any "real" MIDI events. They are not included if the legacy-format option is in force.

13.36.3.2 size()

```
virtual std::size_t seq64::midi_container::size ( ) const  [inline], [virtual]
```

Must be overridden in the derived class, though not pure.

Reimplemented in seq64::midi_list, and seq64::midi_vector.

13.36.3.3 done()

```
virtual bool seq64::midi_container::done ( ) const  [inline], [virtual]
```

Reimplemented in seq64::midi_vector, and seq64::midi_list.

13.36.3.4 put()

```
virtual void seq64::midi_container::put (
            midibyte b )  [pure virtual]
```

The original seq24 container used an std::list and a push_front operation.

Implemented in seq64::midi_vector, and seq64::midi_list.

13.36.3.5 get()

```
virtual midibyte seq64::midi_container::get ( ) const  [pure virtual]
```

It also increments m_position_for_get.

Implemented in seq64::midi_vector, and seq64::midi_list.

13.36.3.6 clear()

```
virtual void seq64::midi_container::clear ( )  [pure virtual]
```

Implemented in seq64::midi_vector, and seq64::midi_list.

13.36.3.7 position_reset()

```
unsigned int seq64::midi_container::position_reset ( ) const  [inline], [protected]
```

13.36.3.8 position()

```
unsigned int seq64::midi_container::position ( ) const  [inline], [protected]
```

13.36.3.9 position_increment()

```
void seq64::midi_container::position_increment ( ) const  [inline], [protected]
```

13.36.3.10 add_variable()

```
void seq64::midi_container::add_variable (
            midipulse v )  [private]
```

This function "replaces" sequence::add_list_var().

Parameters

v	The data value to be added to the current event in the MIDI container.

13.36.3.11 add_long()

```
void seq64::midi_container::add_long (
            midipulse x )  [private]
```

What is the difference between this function and add_list_var()? This function "replaces" sequence::add_long_list(). This was a *global* internal function called addLongList(). Let's at least make it a private member now, and hew to the naming conventions of this class.

Parameters

x	Provides the timestamp (pulse value) to be added to the container.

13.36.3.12 add_short()

```
void seq64::midi_container::add_short (
            midishort x )  [private]
```

Parameters

x	Provides the timestamp (pulse value) to be added to the container.

13.36.3.13 add_event()

```
void seq64::midi_container::add_event (
            const event & e,
            midipulse deltatime )  [private]
```

If the sequence's MIDI channel is EVENT_NULL_CHANNEL == 0xFF, then it is the copy of an SMF 0 sequence that the midi_splitter created. We want to be able to save it along with the other tracks, but won't be able to read it back if all the channels are bad. So we just use the channel from the event.

13.36.3.14 fill_seq_number()

```
void seq64::midi_container::fill_seq_number (
            int seq )  [private]
```

Writes 0xFF 0x00 0x02, and then the number. This function is used in the new midifile::write_song() function, which should be ready to go by the time you're reading this.

Compare this function to the beginning of midi_container::fill().

Parameters

seq	The sequence/track number to write.

13.36.3.15 fill_seq_name()

```
void seq64::midi_container::fill_seq_name (
            const std::string & name )  [private]
```

Writes 0xFF 0x03, and then the track name. This function is used in the new midifile::write_song() function, which should be ready to go by the time you're reading this.

Compare this function to the beginning of midi_container::fill().

Parameters

name	The sequence/track name to set. We could get this item from m_sequence, but the parameter allows the flexibility to change the name.

13.36.3.16 fill_meta_track_end()

```
void seq64::midi_container::fill_meta_track_end (
            midipulse deltatime )  [private]
```

13.36.3.17 fill_proprietary()

```
void seq64::midi_container::fill_proprietary ( )  [private]
```

Then, if we're not using the legacy output format, we add the "events" for the musical key, musical scale, and the background sequence for the current sequence. Finally, if tranpose support has been compiled into the program, we add that information as well. New feature: save more sequence-specific values, if not legacy format and not saved globally. We use a single byte for the key and scale, and a long for the background sequence. We save these values only if they are different from the defaults; in most cases they will have been left alone by the user. We save per-sequence values here only if the global-background-sequence feature is not in force.

For the new "transposable" flag (tagged by the value c_transpose) we really only care about saving the value of "false", because otherwise we can assume the value is true for the given sequence, and save space by not saving it... generally only drum patterns will not be transposable.

However, for now, write it anyway for consistency with Seq32.

13.36.3.18 fill_time_sig_and_tempo()

```
void seq64::midi_container::fill_time_sig_and_tempo (
            const perform & p )  [private]
```

This function is used only for the first track, The sizes of these meta events are defined as SEQ64_TIME_TEMP↩O_SIZE. However, we do not have to add that value in, as it is already counted in the intrinsic size of the container.

We now make sure that the proper values are part of the perform object for usage in this particular track. For export, we cannot guarantee that the first (0th) track/sequence is exportable.

Parameters

p	Provides the performance object from which we get some global MIDI parameters.

13.36.3.19 song_fill_seq_event()

```
midipulse seq64::midi_container::song_fill_seq_event (
            const trigger & trig,
            midipulse prev_timestamp )  [private]
```

Parameters

trig	The current trigger to be processed.
prev_timestamp	The time-stamp of the previous event.

Returns

The next time-stamp value is returned.

13.36.3.20 song_fill_seq_trigger()

```
void seq64::midi_container::song_fill_seq_trigger (
            const trigger & trig,
            midipulse length,
            midipulse prev_timestamp )  [private]
```

For a song-performance, there will be only one trigger, covering the beginning to the end of the fully unlooped track.

Parameters

trig	The current trigger to be processed.
length	Provides the total length of the sequence.
prev_timestamp	The time-stamp of the previous event, which is actually the first event.

13.36.4 Friends And Related Function Documentation

13.36.4.1 midifile

```
friend class midifile  [friend]
```

13.36.5 Field Documentation

13.36.5.1 m_sequence

```
sequence& seq64::midi_container::m_sequence  [private]
```

13.36.5.2 m_position_for_get

```
unsigned int seq64::midi_container::m_position_for_get  [mutable], [private]
```

13.37 seq64::midi_control Class Reference

This class (formerly a struct) contains the control information for sequences that make up a live set.

Public Member Functions

- midi_control ()

  This default constructor creates a "zero" object.
- bool active () const
- bool inverse_active () const
- int status () const
- int data () const
- int min_value () const
- int max_value () const
- void set (int values[6])

  Not so sure if this really saves trouble for the caller.
- void set (midibyte values[6])

  Not so sure if this really saves trouble for the caller.
- bool match (midibyte status, midibyte data) const

  Handles a common check in the perform module.
- bool in_range (midibyte data) const

  Handles a common check in the perform module.

Private Attributes

- bool m_active

  Provides the value for active.
- bool m_inverse_active

  Provides the value for inverse-active.
- int m_status

  Provides the value for the status.
- int m_data

  Provides the value for the data.
- int m_min_value

  Provides the minimum value for the controller.
- int m_max_value

  Provides the value for the controller.

13.37.1 Detailed Description

Note that, although we've converted this to a full-fledged class, the ordering of variables and the data arrays used to fill them is very signifcant. See the midifile and optionsfile modules.

The perform module sets up the three following arrays for each of the MIDI controls that can be defined in the "rc" file:

```
    m_midi_cc_toggle[]
    m_midi_cc_on[]
    m_midi_cc_off[]
```

```
These three arrays are specified in the "rc" by a line like the following:
```

```
    n [0 0   0   0   0   0] [0 0   0   0   0   0] [0 0   0   0   0   0]
```

```
where n ranges from 0 to 73.  Lines 0 to 31 provide controller values for
the "pattern group", one line for each of the 32 pattern slots.
Lines 32 to 63 provide controller values for
the "mute in group", one line for each of the 32 pattern slots.
The rest of the lines provide entries for control of:
BPM up, BPM down, Screen-set up, Screen-set down, Mod Replaces, Mod
Snapshot, Mod Queue, Mod gmute (group mute), Mod glearn (group learn),
and Screen-set Play.

In each of the bracketed sections, the values correspond to the members in
this order: m_active, m_inverse_active, m_status, m_data, m_min_value, and
m_max_value.

Why are the status, data, and min/max values long?  A character or
midibyte would be enough.  We'll fix that later, once we have tested this
stuff.  We do need to convert them from long to int, though, and do that
in the scanning and output done by optionsfile.
```

13.37.2 Constructor & Destructor Documentation

13.37.2.1 midi_control()

```
seq64::midi_control::midi_control ( )  [inline]
```

Every member is either false or zero.

13.37.3 Member Function Documentation

13.37.3.1 active()

```
bool seq64::midi_control::active ( ) const  [inline]
```

13.37.3.2 inverse_active()

```
bool seq64::midi_control::inverse_active ( ) const  [inline]
```

13.37.3.3 status()

```
int seq64::midi_control::status ( ) const  [inline]
```

13.37.3.4 data()

```
int seq64::midi_control::data ( ) const  [inline]
```

13.37.3.5 min_value()

```
int seq64::midi_control::min_value ( ) const  [inline]
```

13.37.3.6 max_value()

```
int seq64::midi_control::max_value ( ) const  [inline]
```

13.37.3.7 set() [1/2]

```
void seq64::midi_control::set (
             int values[6] )  [inline]
```

It fits in with the big-ass sscanf() call in optionsfile.

Parameters

values	Provides the six values, in an integer array, to set into the members in this order: m_active, m_inverse_active, m_status, m_data, m_min_value, and m_max_value.

13.37.3.8 set() [2/2]

```
void seq64::midi_control::set (
            midibyte values[6] )  [inline]
```

It fits in with the usage in midifile.

Parameters

values	Provides the six values, in a byte array, to set into the members in this order: m_active, m_inverse_active, m_status, m_data, m_min_value, and m_max_value.

13.37.3.9 match()

```
bool seq64::midi_control::match (
            midibyte status,
            midibyte data ) const  [inline]
```

Parameters

status	Provides the status byte, which is checked against m_status.
data	Provides the data byte, which is checked against m_data.

13.37.3.10 in_range()

```
bool seq64::midi_control::in_range (
            midibyte data ) const  [inline]
```

13.37.4 Field Documentation

13.37.4.1 m_active

```
bool seq64::midi_control::m_active  [private]
```

13.37.4.2 m_inverse_active

```
bool seq64::midi_control::m_inverse_active  [private]
```

13.37.4.3 m_status

```
int seq64::midi_control::m_status  [private]
```

13.37.4.4 m_data

```
int seq64::midi_control::m_data  [private]
```

13.37.4.5 m_min_value

```
int seq64::midi_control::m_min_value  [private]
```

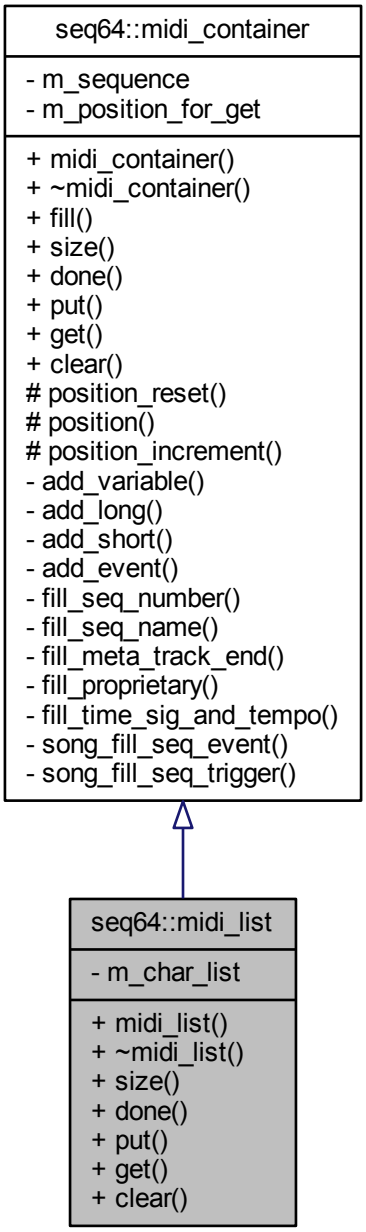
13.37.4.6 m_max_value

```
int seq64::midi_control::m_max_value  [private]
```

13.38 seq64::midi_list Class Reference

This class is the std::list implementation of the midi_container.

Inheritance diagram for seq64::midi_list:



Public Member Functions

- midi_list (sequence &seq)

  This constructor fills in the members.
- virtual ~midi_list ()

  A rote constructor needed for a base class.
- virtual std::size_t size () const

Returns the size of the container, in midibytes.

- virtual bool done () const

  For popping data from the MIDI list, we are done when the container is empty.

- virtual void put (midibyte b)

  Provides a way to add a MIDI byte into the list.

- virtual midibyte get () const

  Provide a way to get the next byte from the container.

- virtual void clear ()

  Provides a way to clear the container.

Private Types

- typedef std::list< midibyte > CharList

  Provides the type of this container.

Private Attributes

- CharList m_char_list

  The container itself.

Additional Inherited Members

13.38.1 Member Typedef Documentation

13.38.1.1 CharList

```
typedef std::list<midibyte> seq64::midi_list::CharList  [private]
```

This type is basically the same as the midifile::m_char_list container in the midifile module.

13.38.2 Constructor & Destructor Documentation

13.38.2.1 midi_list()

```
seq64::midi_list::midi_list (
            sequence & seq )
```

Parameters

seq	The sequence/track object that is using this container.

13.38.2.2 ~midi_list()

```
virtual seq64::midi_list::~midi_list ( )  [inline], [virtual]
```

13.38.3 Member Function Documentation

13.38.3.1 size()

```
virtual std::size_t seq64::midi_list::size ( ) const  [inline], [virtual]
```

Reimplemented from seq64::midi_container.

13.38.3.2 done()

```
virtual bool seq64::midi_list::done ( ) const  [inline], [virtual]
```

Reimplemented from seq64::midi_container.

13.38.3.3 put()

```
virtual void seq64::midi_list::put (
            midibyte b )  [inline], [virtual]
```

The original seq24 list used an std::list and a push_front operation.

Implements seq64::midi_container.

13.38.3.4 get()

```
virtual midibyte seq64::midi_list::get ( ) const  [inline], [virtual]
```

In this implementation, m_position_for_get is not used. The elements of the container are popped off backward! This modifies the character list, so it has to be mutable.

Implements seq64::midi_container.

13.38.3.5 clear()

```
virtual void seq64::midi_list::clear ( )  [inline], [virtual]
```

Implements seq64::midi_container.

13.38.4 Field Documentation

13.38.4.1 m_char_list

```
CharList seq64::midi_list::m_char_list  [mutable], [private]
```

It has to be mutable because the const-function get() actually modifies the container when getting a byte.

13.39 seq64::midi_measures Class Reference

Provides a data structure to hold the numeric equivalent of the measures string "measures:beats:divisions" ("m:b↩
:d").

Public Member Functions

- midi_measures ()
  Default constructor for midi_measures.
- midi_measures (int measures, int beats, int divisions)
  Principal constructor for midi_measures.
- int measures () const
  'Getter' function for member m_measures
- void measures (int m)
  'Setter' function for member m_measures
- int beats () const
  'Getter' function for member m_beats
- void beats (int b)
  'Setter' function for member m_beats
- int divisions () const
  'Getter' function for member m_divisions
- void divisions (int d)
  'Setter' function for member m_divisions

Private Attributes

- int m_measures
  The integral number of measures in the measures-based time.
- int m_beats
  The integral number of beats in the measures-based time.
- int m_divisions
  The integral number of divisions/pulses in the measures-based time.

13.39.1 Detailed Description

More commonly known as "bars:beats:ticks", or "BBT".

13.39.2 Constructor & Destructor Documentation

13.39.2.1 midi_measures() [1/2]

```
seq64::midi_measures::midi_measures ( )
```

13.39.2.2 midi_measures() [2/2]

```
seq64::midi_measures::midi_measures (
            int measures,
            int beats,
            int divisions )
```

Parameters

measures	Copied into the m_measures member.
beats	Copied into the m_beats member.
divisions	Copied into the m_divisions member.

13.39.3 Member Function Documentation

13.39.3.1 measures() [1/2]

```
int seq64::midi_measures::measures ( ) const  [inline]
```

13.39.3.2 measures() [2/2]

```
void seq64::midi_measures::measures (
            int m )  [inline]
```

Parameters

m	The value to which to set the number of measures. We can add validation later.

13.39.3.3 beats() [1/2]

```
int seq64::midi_measures::beats ( ) const  [inline]
```

13.39.3.4 beats() [2/2]

```
void seq64::midi_measures::beats (
            int b )  [inline]
```

Parameters

b	The value to which to set the number of beats. We can add validation later.

13.39.3.5 divisions() [1/2]

```
int seq64::midi_measures::divisions ( ) const  [inline]
```

13.39.3.6 divisions() [2/2]

```
void seq64::midi_measures::divisions (
            int d )  [inline]
```

Parameters

d	The value to which to set the number of divisions. We can add validation later.

13.39.4 Field Documentation

13.39.4.1 m_measures

```
int seq64::midi_measures::m_measures  [private]
```

13.39.4.2 m_beats

```
int seq64::midi_measures::m_beats  [private]
```

13.39.4.3 m_divisions

```
int seq64::midi_measures::m_divisions  [private]
```

There are two possible translations of the two bytes of a division. If the top bit of the 16 bits is 0, then the time division is in "ticks per beat" (or “pulses per quarter note”). If the top bit is 1, then the time division is in "frames per second". This member deals only with the ticks/beat definition.

13.40 seq64::midi_splitter Class Reference

This class handles the parsing and writing of MIDI files.

Public Member Functions

- midi_splitter (int ppqn=SEQ64_USE_DEFAULT_PPQN)

  Principal constructor.
- ~midi_splitter ()

  A rote destructor.
- bool log_main_sequence (sequence &seq, int seqnum)

  Logs the main sequence (an SMF 0 track) for later usage in splitting the track.
- void initialize ()

  Resets the SMF 0 support variables in preparation for parsing a new MIDI file.
- void increment (int channel)

  Processes a channel number by raising its flag in the m_smf0_channels[] array.
- bool split (perform &p, int screenset)

  This function splits an SMF 0 file, splitting all of the channels in the sequence out into separate sequences, and adding each to the perform object.
- int ppqn () const

  'Getter' function for member m_ppqn Provides a way to get the actual value of PPQN used in processing the sequences when parse() was called.
- int count () const

  'Getter' function for member m_smf0_channels_count

Private Member Functions

- bool split_channel (const sequence &main_seq, sequence *seq, int channel)

  This function splits the given sequence into new sequences, one for each channel found in the SMF 0 track.

Private Attributes

- int m_ppqn

  Provides the current value of the PPQN, which used to be constant and is now only the macro DEFAULT_PPQN.
- bool m_use_default_ppqn

  Indicates that the default PPQN is in force.
- int m_smf0_channels_count

  Provides support for SMF 0, indicates how many channels were found in the file in a single sequence.
- bool m_smf0_channels [16]

  Provides support for SMF 0, holds a bool value that indicates the occurrence of a given channel.
- sequence * m_smf0_main_sequence

  Provides support for SMF 0, points to the initial SMF 0 sequence, from which the single-channel sequences will be created.
- int m_smf0_seq_number

  Provides support for SMF 0, holds the prospective sequence number of the main (SMF 0) sequence.

13.40.1 Detailed Description

In addition to the standard MIDI tracks, it also handles some "private" or "proprietary" tracks specific to Seq24. It does not, however, handle SYSEX events.

13.40.2 Constructor & Destructor Documentation

13.40.2.1 midi_splitter()

```
seq64::midi_splitter::midi_splitter (
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

Parameters

ppqn	Provides the initial value of the PPQN setting. It is handled differently for parsing (reading) versus writing the MIDI file. • Reading. – If set to SEQ64_USE_DEFAULT_PPQN, the legacy application behavior is used. The m_ppqn member is set to the default PPQN, DEFAULT_PPQN. The value read from the MIDI file, ppqn, is then use to scale the running-time of the sequence relative to DEFAULT_PPQN. – Otherwise, m_ppqn is set to the value read from the MIDI file. No scaling is done. Since the value gets written, specify ppqn as 0, an obviously bogus value, to get this behavior. • Writing. This value is written to the MIDI file in the header chunk of the song. Note that the caller must query for the PPQN set during parsing, and pass it to the constructor when preparing to write the file. See how it is done in the mainwnd class.

13.40.2.2 ~midi_splitter()

```
seq64::midi_splitter::~midi_splitter ( )
```

13.40.3 Member Function Documentation

13.40.3.1 log_main_sequence()

```
bool seq64::midi_splitter::log_main_sequence (
            sequence & seq,
            int seqnum )
```

/param seq The main sequence to be logged.

/param seqnum The sequence number of the main sequence.

/return Returns true if the main sequence's address was logged, and false if it was already logged.

13.40.3.2 initialize()

```
void seq64::midi_splitter::initialize ( )
```

13.40.3.3 increment()

```
void seq64::midi_splitter::increment (
            int channel )
```

If it is the first entry for that channel, m_smf0_channels_count is incremented. We won't check the channel number, to save time, until someday we segfault :-D

Parameters

channel	The MIDI channel number. The caller is responsible to make sure it ranges from 0 to 15.

13.40.3.4 split()

```
bool seq64::midi_splitter::split (
            perform & p,
            int screenset )
```

Lastly, it adds the SMF 0 track as the last track; the user can then examine it before removing it. Is this worth the effort?

There is a little oddity, in that, if the SMF 0 track has events for only one channel, this code will still create a new sequence, as well as the main sequence. Not sure if this is worth extra code to just change the channels on the main sequence and put it into the correct track for the one channel it contains. In fact, we just want to keep it in pattern slot number 16, to keep it out of the way.

Parameters

p	Provides a reference to the perform object into which sequences/tracks are to be added.
screenset	The screen-set offset to be used when loading a sequence (track) from the file.

Returns

Returns true if the parsing succeeded. Returns false if no SMF 0 main sequence was logged.

13.40.3.5 ppqn()

```
int seq64::midi_splitter::ppqn ( ) const  [inline]
```

The PPQN will be either the global ppqn (legacy behavior) or the value read from the file, depending on the ppqn parameter passed to the midi_splitter constructor.

13.40.3.6 count()

```
int seq64::midi_splitter::count ( ) const  [inline]
```

13.40.3.7 split_channel()

```
bool seq64::midi_splitter::split_channel (
            const sequence & main_seq,
            sequence * s,
            int channel )  [private]
```

Note that the events that are read from the MIDI file have delta times. Sequencer64 converts these delta times to cumulative times. We need to preserve that here. Conversion back to delta times is needed only when saving the sequences to a file. This is done in midi_container::fill().

We have to accumulate the delta times in order to be able to set the length of the sequence in pulses.

Luckily, we don't have to worry about copying triggers, since the imported SMF 0 track won't have any Seq24/↩ Sequencer24 triggers.

It doesn't set the sequence number of the sequence; that is set when the sequence is added to the perform object.

Parameters

main_seq	This parameter is the whole SMF 0 track that was read from the MIDI file. It contains all of the channel data that needs to be split into separate sequences.
s	Provides the new sequence that needs to have its settings made, and all of the selected channel events added to it.
channel	Provides the MIDI channel number (re 0) that marks the channel data the needs to be extracted and added to the new sequence.

Returns

Returns true if at least one event got added. If none were added, the caller should delete the sequence object represented by parameter *s*.

13.40.4 Field Documentation

13.40.4.1 m_ppqn

```
int seq64::midi_splitter::m_ppqn  [private]
```

13.40.4.2 m_use_default_ppqn

```
bool seq64::midi_splitter::m_use_default_ppqn  [private]
```

13.40.4.3 m_smf0_channels_count

```
int seq64::midi_splitter::m_smf0_channels_count  [private]
```

SMF 1 file parsing will only warn about more than one channel found in a given sequence.

13.40.4.4 m_smf0_channels

```
bool seq64::midi_splitter::m_smf0_channels[16]  [private]
```

Obviously, we don't have to worry about multiple MIDI busses.

13.40.4.5 m_smf0_main_sequence

```
sequence* seq64::midi_splitter::m_smf0_main_sequence  [private]
```

13.40.4.6 m_smf0_seq_number

```
int seq64::midi_splitter::m_smf0_seq_number  [private]
```

We want to be able to add that sequence last, for easier and cleaner removal of that sequence by the user.

13.41 seq64::midi_timing Class Reference

We anticipate the need to have a small structure holding the parameters needed to calculate MIDI times within an arbitrary song.

Public Member Functions

- midi_timing ()
  Defaults constructor for midi_timing.
- midi_timing (int bpminute, int bpmeasure, int beatwidth, int ppqn)
  Principal constructor for midi_timing.
- int beats_per_minute () const
  'Getter' function for member m_beats_per_minute
- void beats_per_minute (int b)
  'Setter' function for member m_beats_per_minute
- int beats_per_measure () const
  'Getter' function for member m_beats_per_measure
- void beats_per_measure (int b)
  'Setter' function for member m_beats_per_measure
- int beat_width () const
  'Getter' function for member m_beats_per_beat_width
- void beat_width (int bw)
  'Setter' function for member m_beats_per_beat_width
- int ppqn () const
  'Getter' function for member m_ppqn
- void ppqn (int p)
  'Setter' function for member m_ppqn

Private Attributes

- int m_beats_per_minute
  This value should match the BPM value selected when editing the song.
- int m_beats_per_measure
  This value should match the numerator value selected when editing the sequence.
- int m_beat_width
  This value should match the denominator value selected when editing the sequence.
- int m_ppqn
  This value provides the precision of the MIDI song.

13.41.1 Detailed Description

Although Seq24/Sequencer64 currently are heavily dependent on hard-wired values, that will be rectified eventually, so let us get ready for it.

13.41.2 Constructor & Destructor Documentation

13.41.2.1 midi_timing() [1/2]

```
seq64::midi_timing::midi_timing ( )
```

13.41.2.2 midi_timing() [2/2]

```
seq64::midi_timing::midi_timing (
            int bpminute,
            int bpmeasure,
            int beatwidth,
            int ppqn )
```

Parameters

bpminute	Copied into the m_beats_per_minute member.
bpmeasure	Copied into the m_beats_per_measure member.
beatwidth	Copied into the m_beat_width member.
ppqn	Copied into the m_ppqn member.

13.41.3 Member Function Documentation

13.41.3.1 beats_per_minute() [1/2]

```
int seq64::midi_timing::beats_per_minute ( ) const  [inline]
```

13.41.3.2 beats_per_minute() [2/2]

```
void seq64::midi_timing::beats_per_minute (
            int b )  [inline]
```

Parameters

b	The value to which to set the number of beats/minute. We can add validation later.

13.41.3.3 beats_per_measure() [1/2]

```
int seq64::midi_timing::beats_per_measure ( ) const  [inline]
```

13.41.3.4 beats_per_measure() [2/2]

```
void seq64::midi_timing::beats_per_measure (
            int b )  [inline]
```

Parameters

b	The value to which to set the number of beats/measure. We can add validation later.

13.41.3.5 beat_width() [1/2]

```
int seq64::midi_timing::beat_width ( ) const  [inline]
```

13.41.3.6 beat_width() [2/2]

```
void seq64::midi_timing::beat_width (
            int bw )  [inline]
```

Parameters

bw	The value to which to set the number of beats in the denominator of the time signature. We can add validation later.

13.41.3.7 ppqn() [1/2]

```
int seq64::midi_timing::ppqn ( ) const  [inline]
```

13.41.3.8 ppqn() [2/2]

```
void seq64::midi_timing::ppqn (
            int p )  [inline]
```

Parameters

p	The value to which to set the PPQN member. We can add validation later.

13.41.4 Field Documentation

13.41.4.1 m_beats_per_minute

```
int seq64::midi_timing::m_beats_per_minute  [private]
```

This value is most commonly set to 120, but is also read from the MIDI file. This value is needed if one want to calculate durations in true time units such as seconds, but is not needed to calculate the number of pulses/ticks/divisions.

13.41.4.2 m_beats_per_measure

```
int seq64::midi_timing::m_beats_per_measure  [private]
```

This value is most commonly set to 4.

13.41.4.3 m_beat_width

```
int seq64::midi_timing::m_beat_width  [private]
```

This value is most commonly set to 4, meaning that the fundamental beat unit is the quarter note.

13.41.4.4 m_ppqn

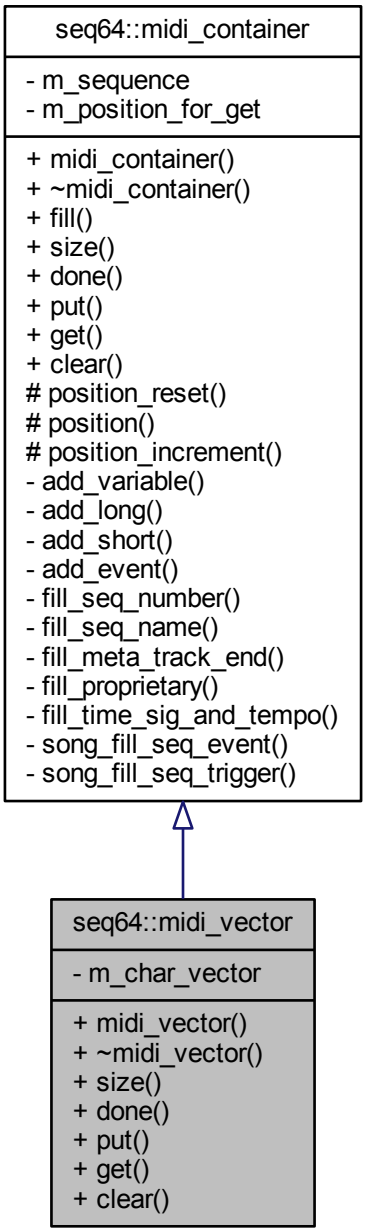
```
int seq64::midi_timing::m_ppqn  [private]
```

This value is most commonly set to 192, but is also read from the MIDI file. We are still working getting "non-standard" values to work.

13.42 seq64::midi_vector Class Reference

This class is the std::vector implementation of the midi_container.

Inheritance diagram for seq64::midi_vector:



Public Member Functions

- midi_vector (sequence &seq)

This constructor fills in the members of this class.

- virtual ~midi_vector ()

  A rote constructor needed for a base class.

- virtual std::size_t size () const
- virtual bool done () const

  For iterating through the data in the MIDI vector, we are done when we've gotten the last element of the container.

- virtual void put (midibyte b)

  Provides a way to add a MIDI byte into the list.

- virtual midibyte get () const

  Provide a way to get the next byte from the container.

- virtual void clear ()

  Provides a way to clear the container.

Private Types

- typedef std::vector< midibyte > CharVector

  Provides the type of this container.

Private Attributes

- CharVector m_char_vector

  The container itself.

Additional Inherited Members

13.42.1 Member Typedef Documentation

13.42.1.1 CharVector

```
typedef std::vector<midibyte> seq64::midi_vector::CharVector  [private]
```

13.42.2 Constructor & Destructor Documentation

13.42.2.1 midi_vector()

```
seq64::midi_vector::midi_vector (
            sequence & seq )
```

Parameters

seq	Provides a reference to the sequence/track for which this container holds MIDI data.

13.42.2.2 ~midi_vector()

```
virtual seq64::midi_vector::~midi_vector ( )  [inline], [virtual]
```

13.42.3 Member Function Documentation

13.42.3.1 size()

```
virtual std::size_t seq64::midi_vector::size ( ) const  [inline], [virtual]
```

Returns

Returns the size of the container, in midibytes.

Reimplemented from seq64::midi_container.

13.42.3.2 done()

```
virtual bool seq64::midi_vector::done ( ) const  [inline], [virtual]
```

Returns

Returns true if the position is greater than or equal to the size of the character vector.

Reimplemented from seq64::midi_container.

13.42.3.3 put()

```
virtual void seq64::midi_vector::put (
            midibyte b )  [inline], [virtual]
```

The original seq24 list used an std::list and a push_front operation.

Parameters

b	Provides the MIDI byte to push_back() into the character vector.

Implements seq64::midi_container.

13.42.3.4 get()

```
virtual midibyte seq64::midi_vector::get ( ) const  [inline], [virtual]
```

In this implementation, m_position_for_get is used. As a side-effect, the position value is incremented.

Returns

Returns the next byte in the character vector.

Implements seq64::midi_container.

13.42.3.5 clear()

```
virtual void seq64::midi_vector::clear ( )  [inline], [virtual]
```

Implements seq64::midi_container.

13.42.4 Field Documentation

13.42.4.1 m_char_vector

```
CharVector seq64::midi_vector::m_char_vector  [private]
```

13.43 seq64::midibus Class Reference

Provides a class for handling the MIDI buss on Linux.

Public Member Functions

- midibus (int localclient, int destclient, int destport, snd_seq_t *seq, const char *client_name, const char *port_name, int id, int queue, int ppqn=SEQ64_USE_DEFAULT_PPQN)

  Provides a constructor with client number, port number, ALSA sequencer support, name of client, name of port.
- midibus (int localclient, snd_seq_t *seq, int id, int queue, int ppqn=SEQ64_USE_DEFAULT_PPQN)

  Secondary constructor.
- ~midibus ()

  A rote empty destructor.
- bool init_out ()

  Initialize the MIDI output port.
- bool init_in ()

  Initialize the MIDI input port.
- bool deinit_in ()

  Deinitialize the MIDI input.
- bool init_out_sub ()

  Initialize the output in a different way?
- bool init_in_sub ()

  Initialize the output in a different way?
- void print ()

  Prints m_name.
- const std::string & get_name () const

  'Getter' function for member n_name
- int get_id () const

  'Getter' function for member m_id
- void play (event *e24, midibyte channel)

  This play() function takes a native event, encodes it to an ALSA event, and puts it in the queue.
- void sysex (event *e24)

  Takes a native SYSEX event, encodes it to an ALSA event, and then puts it in the queue.
- void start ()

  This function gets the MIDI clock a-runnin', if the clock type is not e_clock_off.

- void stop ()

  Stop the MIDI buss.
- void clock (midipulse tick)

  Generates the MIDI clock, starting at the given tick value.
- void continue_from (midipulse tick)

  Continue from the given tick.
- void init_clock (midipulse tick)

  Initialize the clock, continuing from the given tick.
- void set_clock (clock_e clocktype)

  'Setter' function for member m_clock_type
- clock_e get_clock () const

  'Getter' function for member m_clock_type
- void set_input (bool inputing)

  Set status to of "inputting" to the given value.
- bool get_input () const

  'Getter' function for member m_inputing
- void flush ()

  Flushes our local queue events out into ALSA.
- int get_client () const

  'Getter' function for member m_dest_addr_client The address of client.
- int get_port () const

  'Getter' function for member m_dest_addr_port

Static Public Member Functions

- static void set_clock_mod (int clockmod)

  Set the clock mod to the given value, if legal.
- static int get_clock_mod ()

  Get the clock mod value.

Private Attributes

- int m_id

  The ID of the midibus object.
- clock_e m_clock_type

  The type of clock to use.
- bool m_inputing

  TBD.
- int m_ppqn

  Provides the PPQN value in force, currently a constant.
- snd_seq_t *const m_seq

  ALSA sequencer client handle.
- const int m_dest_addr_client

  Destination address of client.
- const int m_dest_addr_port

  Destination port of client.
- const int m_local_addr_client

  Local address of client.
- int m_local_addr_port

Local port of client.

- int m_queue

  Another ID of the MIDI queue?

- std::string m_name

  The name of the MIDI buss.

- midipulse m_lasttick

  The last (most recent? final?) tick.

- mutex m_mutex

  Locking mutex.

Static Private Attributes

- static int m_clock_mod

  *This is another name for "16 * 4".*

Friends

- class mastermidibus

  The master MIDI bus sets up the buss.

13.43.1 Constructor & Destructor Documentation

13.43.1.1 midibus() [1/2]

```
seq64::midibus::midibus (
            int localclient,
            int destclient,
            int destport,
            snd_seq_t * seq,
            const char * client_name,
            const char * port_name,
            int id,
            int queue,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

Parameters

localclient	Provides the local-client number.
destclient	Provides the destination-client number.
destport	Provides the destination-client port.
seq	Provides the ALSA sequence that will work with this buss.
client_name	Provides the client name, but this parameter is unused.
port_name	Provides the port name.
id	Provides the ID code for this bus. It is an index into the midibus definitions array, and is also used in the constructed human-readable buss name.
queue	Provides the queue ID.
ppqn	Provides the PPQN value.

13.43.1.2 midibus() [2/2]

```
seq64::midibus::midibus (
            int localclient,
            snd_seq_t * seq,
            int id,
            int queue,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

Similar to the principal constructor, but labels the buss by number more than by name.

Parameters

localclient	Provides the local-client number.
seq	Provides the sequence that will work with this buss.
id	Provides the ID code for this bus. It is an index into the midibus definitions array, and is also used in the constructed human-readable buss name.
queue	Provides the queue ID.
ppqn	Provides the PPQN value.

13.43.1.3 ~midibus()

```
seq64::midibus::~midibus ( )
```

13.43.2 Member Function Documentation

13.43.2.1 init_out()

```
bool seq64::midibus::init_out ( )
```

Returns

Returns true unless setting up ALSA MIDI failed in some way.

13.43.2.2 init_in()

```
bool seq64::midibus::init_in ( )
```

Returns

Returns true unless setting up ALSA MIDI failed in some way.

13.43.2.3 deinit_in()

```
bool seq64::midibus::deinit_in ( )
```

Set the input and the output ports. The destination port is actually our local port.

Returns

Returns true, unless an error occurs.

13.43.2.4 init_out_sub()

```
bool seq64::midibus::init_out_sub ( )
```

Returns

Returns true unless setting up the ALSA port failed in some way.

13.43.2.5 init_in_sub()

```
bool seq64::midibus::init_in_sub ( )
```

Returns

Returns true unless setting up the ALSA port failed in some way.

13.43.2.6 print()

```
void seq64::midibus::print ( )
```

13.43.2.7 get_name()

```
const std::string& seq64::midibus::get_name ( ) const  [inline]
```

13.43.2.8 get_id()

```
int seq64::midibus::get_id ( ) const  [inline]
```

13.43.2.9 play()

```
void seq64::midibus::play (
            event * e24,
            midibyte channel )
```

Threadsafe

Parameters

e24	The event to be played on this bus.
channel	The channel of the playback.

13.43.2.10 sysex()

```
void seq64::midibus::sysex (
```

```
            event * e24 )
```

Parameters

e24	The event to be handled.

13.43.2.11 start()

```
void seq64::midibus::start ( )
```

13.43.2.12 stop()

```
void seq64::midibus::stop ( )
```

13.43.2.13 clock()

```
void seq64::midibus::clock (
            midipulse tick )
```

Parameters

tick	Provides the starting tick.

13.43.2.14 continue_from()

```
void seq64::midibus::continue_from (
            midipulse tick )
```

Parameters

tick	The continuing tick.

13.43.2.15 init_clock()

```
void seq64::midibus::init_clock (
            midipulse tick )
```

Parameters

tick	The starting tick.

13.43.2.16 set_clock()

```
void seq64::midibus::set_clock (
            clock_e clocktype )  [inline]
```

Parameters

clocktype	The value used to set the clock-type.

13.43.2.17 get_clock()

```
clock_e seq64::midibus::get_clock ( ) const  [inline]
```

13.43.2.18 set_input()

```
void seq64::midibus::set_input (
            bool inputing )
```

If the parameter is true, then init_in() is called; otherwise, deinit_in() is called.

Parameters

inputing	The inputing value to set.

13.43.2.19 get_input()

```
bool seq64::midibus::get_input ( ) const  [inline]
```

13.43.2.20 flush()

```
void seq64::midibus::flush ( )
```

13.43.2.21 get_client()

```
int seq64::midibus::get_client ( ) const  [inline]
```

13.43.2.22 get_port()

```
int seq64::midibus::get_port ( ) const  [inline]
```

13.43.2.23 set_clock_mod()

```
static void seq64::midibus::set_clock_mod (
            int clockmod )  [inline], [static]
```

Parameters

clockmod	If this value is not equal to 0, it is used to set the static member m_clock_mod.

13.43.2.24 get_clock_mod()

```
static int seq64::midibus::get_clock_mod ( )  [inline], [static]
```

13.43.3 Friends And Related Function Documentation

13.43.3.1 mastermidibus

```
friend class mastermidibus  [friend]
```

13.43.4 Field Documentation

13.43.4.1 m_clock_mod

```
int seq64::midibus::m_clock_mod  [static], [private]
```

Initialize this static member.

13.43.4.2 m_id

```
int seq64::midibus::m_id  [private]
```

13.43.4.3 m_clock_type

```
clock_e seq64::midibus::m_clock_type  [private]
```

13.43.4.4 m_inputing

```
bool seq64::midibus::m_inputing  [private]
```

13.43.4.5 m_ppqn

```
int seq64::midibus::m_ppqn  [private]
```

13.43.4.6 m_seq

```
snd_seq_t* const seq64::midibus::m_seq  [private]
```

13.43.4.7 m_dest_addr_client

```
const int seq64::midibus::m_dest_addr_client  [private]
```

13.43.4.8 m_dest_addr_port

```
const int seq64::midibus::m_dest_addr_port  [private]
```

13.43.4.9 m_local_addr_client

```
const int seq64::midibus::m_local_addr_client  [private]
```

13.43.4.10 m_local_addr_port

```
int seq64::midibus::m_local_addr_port  [private]
```

13.43.4.11 m_queue

```
int seq64::midibus::m_queue  [private]
```

13.43.4.12 m_name

```
std::string seq64::midibus::m_name  [private]
```

13.43.4.13 m_lasttick

```
midipulse seq64::midibus::m_lasttick  [private]
```

13.43.4.14 m_mutex

```
mutex seq64::midibus::m_mutex  [private]
```

13.44 seq64::midifile Class Reference

This class handles the parsing and writing of MIDI files.

Public Member Functions

- midifile (const std::string &name, int ppqn=SEQ64_USE_DEFAULT_PPQN, bool oldformat=false, bool globalbgs=true)

  Principal constructor.
- ~midifile ()

  A rote destructor.
- bool parse (perform &p, int a_screen_set=0)

  This function opens a binary MIDI file and parses it into sequences and other application objects.
- bool write (perform &p)

  Write the whole MIDI data and Seq24 information out to the file.
- bool write_song (perform &p)
- const std::string & error_message () const

  'Getter' function for member m_error_message
- bool error_is_fatal () const

  'Getter' function for member m_error_is_fatal
- int ppqn () const

  'Getter' function for member m_ppqn Provides a way to get the actual value of PPQN used in processing the sequences when parse() was called.

Private Member Functions

- bool parse_smf_0 (perform &p, int screenset)

  This function parses an SMF 0 binary MIDI file as if it were an SMF 1 file, then, if more than one MIDI channel was encountered in the sequence, splits all of the channels in the sequence out into separate sequences.
- bool parse_smf_1 (perform &p, int screenset, bool is_smf0=false)

  This function parses an SMF 1 binary MIDI file; it is basically the original seq24 midifile::parse() function.
- midilong parse_prop_header (int file_size)

  Parse the proprietary header, figuring out if it is the new format, or the legacy format, for sequencer-specific data.
- bool parse_proprietary_track (perform &a_perf, int file_size)

  After all of the conventional MIDI tracks are read, we're now at the "proprietary" Seq24 data section, which describes the various features that Seq24 supports.
- int pow2 (int logbase2)

  Internal function for simple calculation of a power of 2 without a lot of math.
- bool checklen (midilong len, midibyte type)

  Internal function to check for and report a bad length value.
- void add_trigger (sequence &seq, midishort ppqn)

  Internal function to make the parser easier to read.
- midilong read_long ()

  Reads 4 bytes of data using read_byte().
- midishort read_short ()

  Reads 2 bytes of data using read_byte().
- midibyte read_byte ()

  Reads 1 byte of data directly from the m_data vector, incrementing m_pos after doing so.
- midilong read_varinum ()

  Read a MIDI Variable-Length Value (VLV), which has a variable number of bytes.
- void write_long (midilong value)

  Writes 4 bytes, each extracted from the long value and shifted rightward down to byte size, using the write_byte() function.
- void write_short (midishort value)

Writes 2 bytes, each extracted from the long value and shifted rightward down to byte size, using the write_byte() function.

- void read_byte_array (midibyte *b, int len)

  A helper function to simplify reading midi_control data from the MIDI file.

- void write_byte (midibyte c)

  Writes 1 byte.

- void write_varinum (midilong)

  Writes a MIDI Variable-Length Value (VLV), which has a variable number of bytes.

- void write_track_name (const std::string &trackname)

  Writes out a track name.

- std::string read_track_name ()

  Reads the track name.

- void write_seq_number (midishort seqnum)

  Writes out a sequence number.

- int read_seq_number ()

  Reads the sequence number.

- void write_track_end ()

  Writes out the end-of-track marker.

- bool write_header (int numtracks)

  We want to write:

- void write_prop_header (midilong tag, long len)

  Writes a "proprietary" (SeqSpec) Seq24 footer header in either the new MIDI-compliant format, or the legacy Seq24 format.

- bool write_proprietary_track (perform &a_perf)

  Writes out the final proprietary/SeqSpec section, using the new format if the legacy format is not in force.

- long varinum_size (long len) const

  Calculates the length of a variable length value.

- long prop_item_size (long datalen) const

  Calculates the size of a proprietary item, as written by the write_prop_header() function, plus whatever is called to write the data.

- long track_name_size (const std::string &trackname) const

  Calculates the size of a trackname and the meta event that specifies it.

- void errdump (const std::string &msg)

  Helper function to emit more useful error messages.

- void errdump (const std::string &msg, unsigned long p)

  Helper function to emit more useful error messages for erroneous long values.

- void write_track (const midi_vector &lst)

- long seq_number_size () const

  Returns the size of a sequence-number event, which is always 5 bytes, plus one byte for the delta time that precedes it.

- long track_end_size () const

  Returns the size of a track-end event, which is always 3 bytes.

- bool is_sysex_special_id (midibyte ch)

  Check for special SysEx ID byte.

Private Attributes

- mutex m_mutex

  Provides locking for the sequence.
- int m_file_size

  Holds the size of the MIDI file.
- std::string m_error_message

  Holds the last error message, useful for trouble-shooting without having Sequencer64 running in a console window.
- bool m_error_is_fatal

  Indicates if the error should be considered fatal.
- bool m_disable_reported

  Indicates that file reading has already been disabled (due to serious errors), so don't complain about it anymore.
- int m_pos

  Holds the position in the MIDI file.
- const std::string m_name

  The unchanging name of the MIDI file.
- std::vector< midibyte > m_data

  This vector of characters holds our MIDI data.
- std::list< midibyte > m_char_list

  Provides a list of characters.
- bool m_new_format

  Use the new format for the proprietary footer section of the Seq24 MIDI file.
- bool m_global_bgsequence

  Indicates to store the new key, scale, and background sequence in the global, "proprietary" section of the MIDI song.
- int m_ppqn

  Provides the current value of the PPQN, which used to be constant and is now only the macro DEFAULT_PPQN.
- bool m_use_default_ppqn

  Indicates that the default PPQN is in force.
- midi_splitter m_smf0_splitter

  Provides support for SMF 0.

13.44.1 Detailed Description

In addition to the standard MIDI tracks, it also handles some "private" or "proprietary" tracks specific to Seq24. It does not, however, handle SYSEX events.

13.44.2 Constructor & Destructor Documentation

13.44.2.1 midifile()

```
seq64::midifile::midifile (
            const std::string & name,
            int ppqn = SEQ64_USE_DEFAULT_PPQN,
            bool oldformat = false,
            bool globalbgs = true )
```

Parameters

name	Provides the name of the MIDI file to be read or written.

Parameters

ppqn	Provides the initial value of the PPQN setting. It is handled differently for parsing (reading) versus writing the MIDI file. • Reading. – If set to SEQ64_USE_DEFAULT_PPQN, the legacy application behavior is used. The m_ppqn member is set to the default PPQN, DEFAULT_PPQN. The value read from the MIDI file, ppqn, is then use to scale the running-time of the sequence relative to DEFAULT_PPQN. – Otherwise, m_ppqn is set to the value read from the MIDI file. No scaling is done. Since the value gets written, specify ppqn as 0, an obviously bogus value, to get this behavior. • Writing. This value is written to the MIDI file in the header chunk of the song. Note that the caller must query for the PPQN set during parsing, and pass it to the constructor when preparing to write the file. See how it is done in the mainwnd class.
oldformat	If true, write out the MIDI file using the old Seq24 format, instead of the new MIDI-compliant sequencer-specific format, for the seq24-specific SeqSpec tags defined in the globals module. This option is false by default. Note that this option is only used in writing; reading can handle either format transparently.
globalbgs	If true, write any non-default values of the key, scale, and background sequence to the global "proprietary" section of the MIDI file, instead of to each sequence. Note that this option is only used in writing; reading can handle either format transparently.

13.44.2.2 ~midifile()

```
seq64::midifile::~midifile ( )
```

13.44.3 Member Function Documentation

13.44.3.1 parse()

```
bool seq64::midifile::parse (
            perform & p,
            int screenset = 0 )
```

In addition to the standard MIDI track data in a normal track, Seq24/Sequencer64 adds four sequencer-specific events just before the end of the track:

```
    c_triggers_new:     SeqSpec FF 7F 1C 24 24 00 08 00 00 ...
    c_midibus:          SeqSpec FF 7F 05 24 24 00 01 00
    c_timesig:          SeqSpec FF 7F 06 24 24 00 06 04 04
    c_midich:           SeqSpec FF 7F 05 24 24 00 02 06


Note that only Sequencer64 adds "FF 7F len" to the SeqSpec data.

Standard MIDI provides for port and channel specification meta events, but
they are apparently considered obsolete:
```

```
    Obsolete meta-event:                Replacement:
    MIDI port (buss):   FF 21 01 po     Device (port) name: FF 09 len text
    MIDI channel:       FF 20 01 ch


What do other applications use for specifying port/channel?

Note the is-modified flag:  We now assume that the perform object is
starting from scratch when parsing.  But we let mainwnd tell the perform
object when to clear everything with perform::clear_all().  The mainwnd
does this for a new file, opening a file, but not for a file import, which
might be done simply to add more MIDI tracks to the current composition.
So, if parsing succeeds, all we want to do is make sure the flag is set.
Parsing a file successfully is not always a modification of the setup.
For instance, the first read of a MIDI file should start clean, not dirty.
```

SysEx notes:

```
 Some files (e.g. Dixie04.mid) do not always encode System Exclusive
 messages properly for a MIDI file.  Instead of a varinum length value,
 they are followed by extended IDs (0x7D, 0x7E, or 0x7F).

 We've covered some of those cases by disabling access to m_data if the
 position passes the size of the file, but we want try to bypass these
 odd cases properly.  So we look ahead for one of these special values.

 Currently, Sequencer64, like Se24, handles SysEx message only to the
 extend of passing them via MIDI Thru.  We hope to improve on that
 capability.
```

Parameters

p	Provides a reference to the perform object into which sequences/tracks are to be added.
screenset	The screen-set offset to be used when loading a sequence (track) from the file. This value ranges from -31 to 0 to +31 (32 is the maximum screen-set available in Seq24). This offset is added to the sequence number read in for the sequence, to place it elsewhere in the imported tune, and locate it in a specific screen-set. If this parameter is non-zero, then we will assume that the perform data is dirty.

Returns

Returns true if the parsing succeeded. Note that the error status is saved in m_error_is_fatal, and a message (to display later) is saved in m_error_message.

13.44.3.2 write()

```
bool seq64::midifile::write (
            perform & p )
```

Also see the write_song() function, for exporting to standard MIDI.

Seq24 reverses the order of some events, due to popping from its container. Not an issue here.

Parameters

p	Provides the object that will contain and manage the entire performance.

Returns

Returns true if the write operations succeeded.

13.44.3.3 write_song()

```
bool seq64::midifile::write_song (
            perform & p )
```

13.44.3.4 error_message()

```
const std::string& seq64::midifile::error_message ( ) const  [inline]
```

13.44.3.5 error_is_fatal()

```
bool seq64::midifile::error_is_fatal ( ) const  [inline]
```

13.44.3.6 ppqn()

```
int seq64::midifile::ppqn ( ) const  [inline]
```

The PPQN will be either the global ppqn (legacy behavior) or the value read from the file, depending on the ppqn parameter passed to the midifile constructor.

13.44.3.7 parse_smf_0()

```
bool seq64::midifile::parse_smf_0 (
            perform & p,
            int screenset )  [private]
```

The original sequence remains in place, in sequence slot 16 (the 17th slot). The user is responsible for deleting it if it is not needed.

Parameters

p	Provides a reference to the perform object into which sequences/tracks are to be added.
screenset	The screen-set offset to be used when loading a sequence (track) from the file.

Returns

Returns true if the parsing succeeded.

13.44.3.8 parse_smf_1()

```
bool seq64::midifile::parse_smf_1 (
            perform & p,
```

```
            int screenset,
            bool is_smf0 = false )  [private]
```

It assumes the file-data has already been read into memory. It also assumes that the ID, track-length, and format have already been read.

If the MIDI file contains both proprietary (c_timesig) and MIDI type 0x58 then it came from seq42 or seq32 (Stazed versions). In this case the MIDI type is parsed first (because it is listed first) then it gets overwritten by the proprietary, above.

Parameters

p	Provides a reference to the perform object into which sequences/tracks are to be added.
screenset	The screen-set offset to be used when loading a sequence (track) from the file.
is_smf0	True if we detected that the MIDI file is in SMF 0 format.

Returns

Returns true if the parsing succeeded.

13.44.3.9 parse_prop_header()

```
midilong seq64::midifile::parse_prop_header (
            int file_size )  [private]
```

The new format creates a final track chunk, starting with "MTrk". Then comes the delta-time (here, 0), and the event. An event is a MIDI event, a SysEx event, or a Meta event.

A MIDI Sequencer Specific meta message includes either a delta time or absolute time, and the MIDI Sequencer Specific event encoded as follows:

```
        0x00 0xFF 0x7F length data


For convenience, this function first checks the amount of file data left.
If enough, then it reads a long value.  If the value starts with 0x00 0xFF
0x7F, then that is a SeqSpec event, which signals usage of the new
Sequencer64 "proprietary" format.  Otherwise, it is probably the old
format, and the long value is a control tag (0x242400nn), which can be
returned immedidately.

If it is the new format, we back up to the FF, then get the next byte,
which should be a 7F.  If so, then we read the length (a variable
length value) of the data, and then read the long value, which should
be the control tag, which, again, is returned by this function.
```

Note

Most sequencers seem to be tolerant of both the lack of an "MTrk" marker and of the presence of an unwrapped control tag, and so can handle both the old and new formats of the final proprietary track.

Parameters

file_size	The size of the data file. This value is compared against the member m_pos (the position inside m_data[]), to make sure there is enough data left to process.

Returns

Returns the control-tag value found. These are the values, such as c_midich, found in the globals module, that indicate the type of sequencer-specific data that comes next. If there is not enough data to process, then 0 is returned.

13.44.3.10 parse_proprietary_track()

```
bool seq64::midifile::parse_proprietary_track (
            perform & p,
            int file_size )  [private]
```

It consists of series of tags:

```
        c_midictrl
        c_midiclocks
        c_notes
        c_bpmtag (beats per minute)
        c_mutegroups
        c_musickey (new, added if usr() global_seq_feature() is true)
        c_musicscale (ditto)
        c_backsequence (ditto)
```

```
(There are more tags defined in the globals module, but they are not
used in this function.  This doesn't quite make sense, as there are
also some "triggers" values, and we're pretty sure the application
uses them.  Oh, it turns out that they are set up by actions performed on
each sequence, and are stored as sequencer-specific ("SeqSpec") data with
each track's data as held in the MIDI container for the track.  See the
midi_container module for more information.)

The format is (1) tag ID; (2) length of data; (3) the data.

First, we separate out this function for a little more clarity.  Then we
added code to handle reading both the legacy Seq24 format and the new,
MIDI-compliant format.  Note that even the new format is not quite
correct, since it doesn't handle a MIDI manufacturer's ID, making it a
single byte that is part of the data.  But it does have the "MTrk" marker
and track name, so that must be processed for the new format.

Now, in our "midicvt" project, we have a test MIDI file,
b4uacuse-non-mtrk.midi that is good, except for having a tag "MUnk"
instead of "MTrk".  We should consider being more permissive, if possible.
Otherwise, though, the only penality is that the "proprietary" chunk is
completely skipped.
```

Parameters

p	The performance object that is being set via the incoming MIDI file.
file_size	The file size as determined in the parse() function.

There are also implicit parameters, with the m_pos and m_new_format member variables.

13.44.3.11 pow2()

```
int seq64::midifile::pow2 (
            int logbase2 )  [private]
```

Use for calculating the denominator of a time signature.

Parameters

logbase2	Provides the power to which 2 is to be raised. This integer is probably only rarely greater than 4 (which represents a denominator of 16).

Returns

Returns 2 raised to the logbase2 power.

13.44.3.12 checklen()

```
bool seq64::midifile::checklen (
            midilong len,
            midibyte type )  [private]
```

A length of zero is now considered legal, but a "warning" message is shown. The largest value allowed within a MIDI file is 0x0FFFFFFF. This limit is set to allow variable-length quantities to be manipulated as 32-bit integers.

Parameters

len	The length value to be checked, and it should be greater than 0. However, we have seen files with zero-length events, such as Lyric events (0x05).
type	The type of meta event. Used for displaying an error.

Returns

Returns true if the length parameter is valid. This now means it is simply less than 0x0FFFFFFF.

13.44.3.13 add_trigger()

```
void seq64::midifile::add_trigger (
            sequence & seq,
            midishort ppqn )  [private]
```

Handles only c_triggers_new values, not the old c_triggers value. If m_ppqn isn't set to the default value, then we must scale these triggers accordingly, just as is done for the MIDI events.

Parameters

seq	Provides the sequence to which the trigger is to be added.
ppqn	Provides the ppqn value to use to scale the tick values if m_use_default_ppqn is true. If 0, the ppqn value is not used.

13.44.3.14 read_long()

```
midilong seq64::midifile::read_long ( )  [private]
```

Warning

This code looks endian-dependent and integer-size dependent.

Returns

Returns the four bytes, shifted appropriately and added together, most-significant byte first, to sum to a long value.

13.44.3.15 read_short()

```
midishort seq64::midifile::read_short ( )  [private]
```

Returns

Returns the two bytes, shifted appropriately and added together, most-significant byte first, to sum to a short value.

13.44.3.16 read_byte()

```
midibyte seq64::midifile::read_byte ( )  [private]
```

Returns

Returns the byte that was read. Returns 0 if there was an error, though there's no way for the caller to determine if this is an error or a good value.

13.44.3.17 read_varinum()

```
midilong seq64::midifile::read_varinum ( )  [private]
```

This function reads the bytes while bit 7 is set in each byte. Bit 7 is a continuation bit. See write_varinum() for more information.

Returns

Returns the accumulated values as a single number.

13.44.3.18 write_long()

```
void seq64::midifile::write_long (
            midilong x )  [private]
```

Warning

This code looks endian-dependent.

Parameters

x	The long value to be written to the MIDI file.

13.44.3.19 write_short()

```
void seq64::midifile::write_short (
            midishort x )  [private]
```

Warning

This code looks endian-dependent.

Parameters

x	The short value to be written to the MIDI file.

13.44.3.20 read_byte_array()

```
void seq64::midifile::read_byte_array (
            midibyte * b,
            int len )  [inline], [private]
```

Parameters

b	The byte array to receive the data.
len	The number of bytes in the array, and to be read.

13.44.3.21 write_byte()

```
void seq64::midifile::write_byte (
            midibyte c )  [inline], [private]
```

The byte is written to the m_char_list member, using a call to push_back().

Parameters

c	The MIDI byte to be "written".

13.44.3.22 write_varinum()

```
void seq64::midifile::write_varinum (
            midilong value )  [private]
```

A MIDI file Variable Length Value is stored in bytes. Each byte has two parts: 7 bits of data and 1 continuation bit. The highest-order bit is set to 1 if there is another byte of the number to follow. The highest-order bit is set to 0 if this byte is the last byte in the VLV.

To recreate a number represented by a VLV, first you remove the continuation bit and then concatenate the leftover bits into a single number.

To generate a VLV from a given number, break the number up into 7 bit units and then apply the correct continuation bit to each byte.

In theory, you could have a very long VLV number which was quite large; however, in the standard MIDI file specification, the maximum length of a VLV value is 5 bytes, and the number it represents can not be larger than 4 bytes.

Here are some common cases:

```
- Numbers between 0 and 127 (0x7F) are represented by a single
  byte.
- 0x80 is represented as "0x81 0x00".
- 0x0FFFFFFF (the largest number) is represented as "0xFF 0xFF
  0xFF 0x7F".
```

Also see the varinum_size() function.

Parameters

value	The long value to be encoded as a MIDI varinum, and written to the MIDI file.

13.44.3.23 write_track_name()

```
void seq64::midifile::write_track_name (
            const std::string & trackname )  [private]
```

Note that we have to precede this "event" with a delta time value, set to 0. The format of the output is "0x00 0xFF 0x03 len track-name-bytes".

Parameters

trackname	Provides the name of the track to be written to the MIDI file.

13.44.3.24 read_track_name()

```
std::string seq64::midifile::read_track_name ( )  [private]
```

Meant only for usage in the proprietary/SeqSpec footer track, in the new file format.

Returns

Returns the track name, or an empty string if there was a problem.

13.44.3.25 write_seq_number()

```
void seq64::midifile::write_seq_number (
            midishort seqnum )  [private]
```

The format is "00 FF 00 02 ss ss", where "02" is actually the constant length of the data. We have to precede these values with a 0 delta time, of course.

Now, for sequence 0, an alternate format is "FF 00 00". But that format can only occur in the first track, and the rest of the tracks then don't need a sequence number, since it is assumed to increment. Our application doesn't bother with that shortcut.

Parameters

seqnum	The sequence number to write.

13.44.3.26 read_seq_number()

```
int seq64::midifile::read_seq_number ( )  [private]
```

Meant only for usage in the proprietary/SeqSpec footer track, in the new file format.

Returns

Returns the sequence number found, or -1 if it was not found.

13.44.3.27 write_track_end()

```
void seq64::midifile::write_track_end ( )  [private]
```

13.44.3.28 write_header()

```
bool seq64::midifile::write_header (
            int numtracks )  [private]
```

- 0x4D54726B. The track tag "MTrk". The MIDI spec requires that software can skip over non-standard chunks. "Prop"? Would require a fix to midicvt.
- 0xaabbccdd. The length of the track. This needs to be calculated somehow.
- 0x00. A zero delta time.
- 0x7f7f. Sequence number, a special value, well out of normal range.
- The name of the track:
  - "Seq24-Spec"
  - "Sequencer64-S"

  Then follows the proprietary/SeqSpec data, written in the normal manner. Finally, tack on the track-end meta-event.
  Components of final track size:

```
-# Delta time.  1 byte, always 0x00.
-# Sequence number.  5 bytes.  OPTIONAL.  We won't write it.
-# Track name. 3 + 10 or 3 + 15
-# Series of proprietary/SeqSpec specs:
   -# Prop header:
      -# If legacy format, 4 bytes.
      -# Otherwise, 2 bytes + varinum_size(length) + 4 bytes.
      -# Length of the prop data.
-# Track End. 3 bytes.
```

13.44.3.29 write_prop_header()

```
void seq64::midifile::write_prop_header (
            midilong control_tag,
            long data_length )  [private]
```

This function does not write the data. It replaces calls such as "write_long(c_midich)" in the proprietary secton of write().

The legacy format just writes the control tag (0x242400xx). The new format writes 0x00 0xFF 0x7F len 0x242400xx; the first 0x00 is the delta time.

In the new format, the 0x24 is a kind of "manufacturer ID". At http://www.midi.org/techspecs/manid.↩ php we see that most manufacturer IDs start with 0x00, and are thus three bytes long, or start with codes at 0x40 and above. Similary, this site shows that no manufacturer uses 0x24:

```
http://sequence15.blogspot.com/2008/12/midi-manufacturer-ids.html
```

Warning

Currently, the manufacturer ID is not handled; it is part of the data, which can be misleading in programs that analyze MIDI files.

Parameters

control_tag	Determines the type of sequencer-specific section to be written. It should be one of the value in the globals module, such as c_midibus or c_mutegroups.
data_length	The amount of data that will be written. This parameter does not count the length of the header itself.

13.44.3.30 write_proprietary_track()

```
bool seq64::midifile::write_proprietary_track (
            perform & p )  [private]
```

The first thing to do, for the new format only, is calculate the length of this big section of data. This was quite tricky; we tweaked and adjusted until the midicvt program handled the whole new-format file without emitting any errors.

Here's the basics of what Seq24 did for writing the data in this part of the file:

```
-#  Write the c_midictrl value, then write a 0.  To us, this looks like
    no one wrote any code to write this data.  And yet, the parsing
```

```
    code can handles a non-zero value, which is the number of sequences
    as a long value, not a byte.  So shouldn't we write 4 bytes, not
    one?  Yes, indeed, we made a mistake.  However, we should be
    writing out the full data set as well.  But not even Seq24 does
    that!  Perhaps they decided it was best kept in the "rc"
    configuration file.
-#  MORE TO COME.
```

Parameters

p	Provides the object that will contain and manage the entire performance.

Returns

Always returns true. No efficient way to check all of the writes that can happen. Might revisit this issue if some bug crops up.

13.44.3.31 varinum_size()

```
long seq64::midifile::varinum_size (
            long len ) const  [private]
```

This function is needed when calculating the length of a track. Note that it handles only the following situations:

```
https://en.wikipedia.org/wiki/Variable-length_quantity
```

This restriction allows the calculation to be simple and fast.

```
1 byte:  0x00 to 0x7F
2 bytes: 0x80 to 0x3FFF
3 bytes: 0x4000 to 0x001FFFFF
4 bytes: 0x200000 to 0x0FFFFFFF
```

Parameters

len	The long value whose length, when encoded as a MIDI varinum, is to be found.

Returns

Returns values as noted above. Anything beyond that range returns 0.

13.44.3.32 prop_item_size()

```
long seq64::midifile::prop_item_size (
            long data_length ) const  [private]
```

If using the new format, the length includes the sum of sequencer-specific tag (0xFF 0x7F) and the size of the variable-length value. Then, for legacy and new format, 4 bytes are added for the Seq24 MIDI control value, and then the data length is added.

Parameters

data_length	Provides the data length value to be encoded.

Returns

Returns the length of the item size, including the delta time, meta bytes, length byes, the control tag, and the data-length itself.

13.44.3.33 track_name_size()

```
long seq64::midifile::track_name_size (
            const std::string & trackname ) const  [private]
```

Parameters

trackname	Provides the name of the track to be written to the MIDI file.

Returns

Returns the length of the event, which is of the format "0x00 0xFF 0x03 len track-name-bytes".

13.44.3.34 errdump() [1/2]

```
void seq64::midifile::errdump (
            const std::string & msg )  [private]
```

It adds the file offset to the message.

Parameters

msg	The main error message string, without an ending newline character.

Returns

The constructed string is returned as a side-effect, in case we want to pass it along to the externally-accessible error-message buffer.

13.44.3.35 errdump() [2/2]

```
void seq64::midifile::errdump (
            const std::string & msg,
            unsigned long value )  [private]
```

It adds the file offset to the message.

Parameters

msg	The main error message string, without an ending newline character.
value	The long value to show as part of the message.

Returns

The constructed string is returned as a side-effect, in case we want to pass it along to the externally-accessible error-message buffer.

13.44.3.36 write_track()

```
void seq64::midifile::write_track (
            const midi_vector & lst )  [private]
```

13.44.3.37 seq_number_size()

```
long seq64::midifile::seq_number_size ( ) const  [inline], [private]
```

13.44.3.38 track_end_size()

```
long seq64::midifile::track_end_size ( ) const  [inline], [private]
```

13.44.3.39 is_sysex_special_id()

```
bool seq64::midifile::is_sysex_special_id (
            midibyte ch )  [inline], [private]
```

Parameters

ch	Provides the byte to be checked against 0x7D through 0x7F.

Returns

Returns true if the byte is SysEx special ID.

13.44.4 Field Documentation

13.44.4.1 m_mutex

```
mutex seq64::midifile::m_mutex  [mutable], [private]
```

Made mutable for use in certain locked getter functions.

13.44.4.2 m_file_size

```
int seq64::midifile::m_file_size  [private]
```

This variable was added when loading a file that caused an attempt to load data well beyond the file-size of the midicvt test file Dixie04.mid.

13.44.4.3 m_error_message

```
std::string seq64::midifile::m_error_message  [private]
```

If empty, there's no pending error. Currently most useful in the parse() function.

13.44.4.4 m_error_is_fatal

```
bool seq64::midifile::m_error_is_fatal  [private]
```

The caller can query for this value after getting the return value from parse().

13.44.4.5 m_disable_reported

```
bool seq64::midifile::m_disable_reported  [private]
```

Once is enough.

13.44.4.6 m_pos

```
int seq64::midifile::m_pos  [private]
```

This is at least a 31-bit value in the recent architectures running Linux and Windows, so it will handle up to 2 Gb of data. This member is used as the offset into the m_data vector.

13.44.4.7 m_name

```
const std::string seq64::midifile::m_name  [private]
```

13.44.4.8 m_data

```
std::vector<midibyte> seq64::midifile::m_data  [private]
```

We could also use a string of characters, unsigned. This member is resized to the putative size of the MIDI file, in the parse() function. Then the whole file is read into it, as if it were an array. This member is an input buffer.

13.44.4.9 m_char_list

```
std::list<midibyte> seq64::midifile::m_char_list  [private]
```

The class pushes each MIDI byte into this list using the write_byte() function. Also note that the write() function calls sequence::fill_list() to fill a temporary std::list<char> (!) buffer, then writes that data *backwards* to this member. This member is an output buffer.

13.44.4.10 m_new_format

```
bool seq64::midifile::m_new_format  [private]
```

In the new format, each sequencer-specfic value (0x242400xx, as defined in the globals module) is preceded by the sequencer-specific prefix, 0xFF 0x7F len id/date). By default, the new format is used, but the user can specify the –legacy (-l) option, or make a soft link to the sequence24 binary called "seq24", to write the data in the old format. [We will eventually add the –legacy option to the "rc" configuration file.] Note that reading can handle either format transparently.

13.44.4.11 m_global_bgsequence

```
bool seq64::midifile::m_global_bgsequence  [private]
```

13.44.4.12 m_ppqn

```
int seq64::midifile::m_ppqn  [private]
```

13.44.4.13 m_use_default_ppqn

```
bool seq64::midifile::m_use_default_ppqn  [private]
```

13.44.4.14 m_smf0_splitter

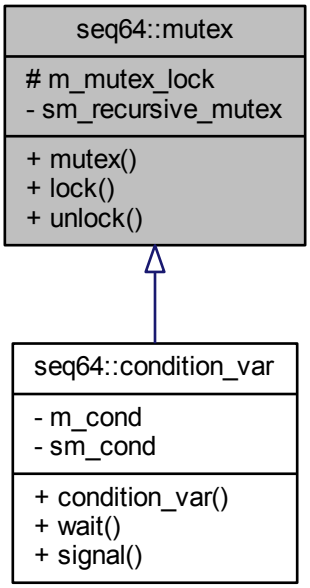
```
midi_splitter seq64::midifile::m_smf0_splitter  [private]
```

This object holds all of the information needed to split a multi-channel sequence.

13.45 seq64::mutex Class Reference

The mutex class provides a simple wrapper for the pthread_mutex_t type used as a recursive mutex.

Inheritance diagram for seq64::mutex:



Public Member Functions

- mutex ()

  The constructor assigns the recursive mutex to the local locking mutex.
- void lock () const

  Lock the mutex.
- void unlock () const

  Unlock the mutex.

Protected Attributes

- pthread_mutex_t m_mutex_lock

  Provides a mutex lock usable by a single module or class.

Static Private Attributes

- static const pthread_mutex_t sm_recursive_mutex

  Provides a recursive mutex that can be used by the whole application, and is, apparently.

13.45.1 Constructor & Destructor Documentation

13.45.1.1 mutex()

```
seq64::mutex::mutex ( )
```

13.45.2 Member Function Documentation

13.45.2.1 lock()

```
void seq64::mutex::lock ( ) const
```

13.45.2.2 unlock()

```
void seq64::mutex::unlock ( ) const
```

13.45.3 Field Documentation

13.45.3.1 sm_recursive_mutex

```
const pthread_mutex_t seq64::mutex::sm_recursive_mutex  [static], [private]
```

Define the static recursive mutex and its condition variable.

13.45.3.2 m_mutex_lock

```
pthread_mutex_t seq64::mutex::m_mutex_lock  [mutable], [protected]
```

However, this mutex ends up being a copy of the static sm_recursive_mutex (and, of course, a different "object").

13.46 seq64::editable_event::name_value_t Struct Reference

Provides a type that contains the pair of values needed for the various lookup maps that are needed to manage editable events.

Data Fields

- unsigned short event_value

  Holds a midibyte value (0x00 to 0xFF) or SEQ64_END_OF_MIDIBYTE_TABLE to indicate the end of an array of name_value_t items.
- std::string event_name

  Holds the human-readable name for an event code or other numeric value in an array of name_value_t items.

13.46.1 Field Documentation

13.46.1.1 event_value

```
unsigned short seq64::editable_event::name_value_t::event_value
```

13.46.1.2 event_name

```
std::string seq64::editable_event::name_value_t::event_name
```

13.47 seq64::options Class Reference

This class supports a full tabbed options dialog.

Inherits Dialog.

Public Member Functions

- options (Gtk::Window &parent, perform &p)

Private Types

- enum button {
  e_jack_transport,
  e_jack_master,
  e_jack_master_cond,
  e_jack_start_mode_live,
  e_jack_start_mode_song,
  e_jack_connect,
  e_jack_disconnect }

  Defines buttons indices or IDs for some controls related to JACK.

Private Member Functions

- perform & perf ()

  'Getter' function for member m_mainperf
- void clock_callback_off (int bus, Gtk::RadioButton *button)
- void clock_callback_on (int bus, Gtk::RadioButton *button)
- void clock_callback_mod (int bus, Gtk::RadioButton *button)
- void clock_mod_callback (Gtk::Adjustment *adj)
- void input_callback (int bus, Gtk::Button *button)
- void filter_callback (Gtk::Button *button)
- void transport_callback (button type, Gtk::Button *button)
- void mouse_seq24_callback (Gtk::RadioButton *)
- void mouse_fruity_callback (Gtk::RadioButton *)
- void mouse_mod4_callback (Gtk::CheckButton *)
- void mouse_snap_split_callback (Gtk::CheckButton *)
- void mouse_click_edit_callback (Gtk::CheckButton *)
- void lash_support_callback (Gtk::CheckButton *)
- void add_midi_clock_page ()
- void add_midi_input_page ()
- void add_keyboard_page ()
- void add_extended_keys_page ()
- void add_mouse_page ()
- void add_jack_sync_page ()

Private Attributes

- Gtk::Tooltips * m_tooltips

  A repository for GTK tooltip support.
- perform & m_mainperf

  The performance object to which some of these options apply.
- Gtk::Button * m_button_ok

  The famous "OK" button's pointer.
- Gtk::CheckButton * m_button_jack_transport

  Main JACK transport selection.
- Gtk::CheckButton * m_button_jack_master

  Main JACK transport master selection.
- Gtk::CheckButton * m_button_jack_master_cond

  Main JACK transport master-conditional selection.
- Gtk::Button * m_button_jack_connect

  JACK Connect button, which we need to enable/disable for clarity and some additional safety.
- Gtk::Button * m_button_jack_disconnect

  JACK Disonnect button, which we need to enable/disable for clarity and some additional safety.
- Gtk::Notebook * m_notebook

  Not sure yet what this notebook is for.

13.47.1 Member Enumeration Documentation

13.47.1.1 button

```
enum seq64::options::button  [private]
```

These values are handled in options::transport_callback(). Some of them set JACK-related values in the rc_settings object, while the others set up or tear down the JACK support of sequencer64.

The JACK Transport settings are a little messy. They should be radio buttons, and control each other's settings. Currently, if the user wants to set up for JACK Master, the JACK Transport button must also be checked.

Enumerator

e_jack_transport	Turns on the "with JACK Transport" option, rc_settings::with_jack_transport().
e_jack_master	Turns on the "with JACK Master" option, rc_settings::with_jack_master(). If another application is already JACK Master, this will fail.
e_jack_master_cond	Turns on the "with JACK Master" option rc_settings::with_jack_master_cond(). This option makes sequencer64 the JACK Master conditionally, that is, if no other application has claimed that role.
e_jack_start_mode_live	Doesn't directly do anything; the live mode versus song mode is set by the e_jack_start_mode_song value.
e_jack_start_mode_song	Sets the "JACK start mode" value to true, which means that sequencer64 is in song mode. This value is obtained via rc_settings::song_start_mode(). It will eventually be the start mode that applies to either ALSA or JACK playback.
e_jack_connect	Causes the perform object's JACK initialization function, perform::init_jack(), to be called.
e_jack_disconnect	Causes the perform object's JACK deinitialization function, perform::deinit_jack(), to be called.

13.47.2 Constructor & Destructor Documentation

13.47.2.1 options()

```
seq64::options::options (
            Gtk::Window & parent,
            perform & p )
```

13.47.3 Member Function Documentation

13.47.3.1 perf()

```
perform& seq64::options::perf ( )  [inline], [private]
```

13.47.3.2 clock_callback_off()

```
void seq64::options::clock_callback_off (
            int bus,
            Gtk::RadioButton * button )  [private]
```

13.47.3.3 clock_callback_on()

```
void seq64::options::clock_callback_on (
            int bus,
            Gtk::RadioButton * button )  [private]
```

13.47.3.4 clock_callback_mod()

```
void seq64::options::clock_callback_mod (
            int bus,
            Gtk::RadioButton * button )  [private]
```

13.47.3.5 clock_mod_callback()

```
void seq64::options::clock_mod_callback (
            Gtk::Adjustment * adj )  [private]
```

13.47.3.6 input_callback()

```
void seq64::options::input_callback (
            int bus,
            Gtk::Button * button )  [private]
```

13.47.3.7 filter_callback()

```
void seq64::options::filter_callback (
            Gtk::Button * button )  [private]
```

13.47.3.8 transport_callback()

```
void seq64::options::transport_callback (
            button type,
            Gtk::Button * button )  [private]
```

13.47.3.9 mouse_seq24_callback()

```
void seq64::options::mouse_seq24_callback (
            Gtk::RadioButton *  )  [private]
```

13.47.3.10 mouse_fruity_callback()

```
void seq64::options::mouse_fruity_callback (
            Gtk::RadioButton *  )  [private]
```

13.47.3.11 mouse_mod4_callback()

```
void seq64::options::mouse_mod4_callback (
            Gtk::CheckButton *  )  [private]
```

13.47.3.12 mouse_snap_split_callback()

```
void seq64::options::mouse_snap_split_callback (
            Gtk::CheckButton *  )  [private]
```

13.47.3.13 mouse_click_edit_callback()

```
void seq64::options::mouse_click_edit_callback (
            Gtk::CheckButton *  )  [private]
```

13.47.3.14 lash_support_callback()

```
void seq64::options::lash_support_callback (
            Gtk::CheckButton *  )  [private]
```

13.47.3.15 add_midi_clock_page()

```
void seq64::options::add_midi_clock_page ( )  [private]
```

13.47.3.16 add_midi_input_page()

```
void seq64::options::add_midi_input_page ( )  [private]
```

13.47.3.17 add_keyboard_page()

```
void seq64::options::add_keyboard_page ( )  [private]
```

13.47.3.18 add_extended_keys_page()

```
void seq64::options::add_extended_keys_page ( )  [private]
```

13.47.3.19 add_mouse_page()

```
void seq64::options::add_mouse_page ( )  [private]
```

13.47.3.20 add_jack_sync_page()

```
void seq64::options::add_jack_sync_page ( )  [private]
```

13.47.4 Field Documentation

13.47.4.1 m_tooltips

```
Gtk::Tooltips* seq64::options::m_tooltips  [private]
```

13.47.4.2 m_mainperf

```
perform& seq64::options::m_mainperf  [private]
```

13.47.4.3 m_button_ok

```
Gtk::Button* seq64::options::m_button_ok  [private]
```

13.47.4.4 m_button_jack_transport

```
Gtk::CheckButton* seq64::options::m_button_jack_transport  [private]
```

13.47.4.5 m_button_jack_master

```
Gtk::CheckButton* seq64::options::m_button_jack_master  [private]
```

13.47.4.6 m_button_jack_master_cond

```
Gtk::CheckButton* seq64::options::m_button_jack_master_cond  [private]
```

13.47.4.7 m_button_jack_connect

```
Gtk::Button* seq64::options::m_button_jack_connect  [private]
```

13.47.4.8 m_button_jack_disconnect

```
Gtk::Button* seq64::options::m_button_jack_disconnect  [private]
```

13.47.4.9 m_notebook

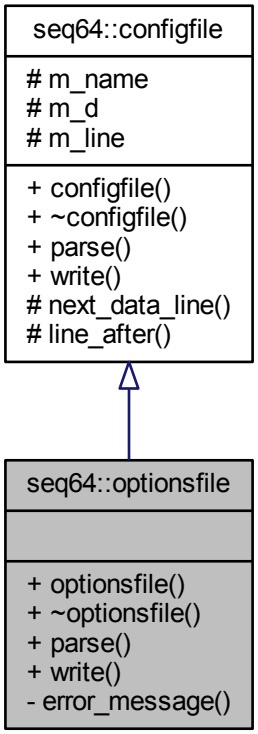
```
Gtk::Notebook* seq64::options::m_notebook  [private]
```

Must be a GTK thang.

13.48 seq64::optionsfile Class Reference

Provides a file for reading and writing the application' main configuration file.

Inheritance diagram for seq64::optionsfile:



Public Member Functions

- optionsfile (const std::string &name)

  Principal constructor.
- ~optionsfile ()

  A rote destructor.
- bool parse (perform &perf)

  Parse the ~/.seq24rc or ~/.config/sequencer64/sequencer64.rc file.
- bool write (const perform &perf)

  This options-writing function is just about as complex as the options-reading function.

Private Member Functions

- bool error_message (const std::string &sectionname)

  Helper function for error-handling.

Additional Inherited Members

13.48.1 Detailed Description

The settings that are passed around are provided or used by the perform class.

13.48.2 Constructor & Destructor Documentation

13.48.2.1 optionsfile()

```
seq64::optionsfile::optionsfile (
            const std::string & name )
```

Parameters

name	Provides the name of the options file; this is usually a full path file-specification.

13.48.2.2 ~optionsfile()

```
seq64::optionsfile::~optionsfile ( )
```

13.48.3 Member Function Documentation

13.48.3.1 parse()

```
bool seq64::optionsfile::parse (
            perform & p )  [virtual]
```

[midi-control]

Get the number of sequence definitions provided in the [midi-control] section. Ranges from 32 on up. Then read in all of the sequence lines. The first 32 apply to the first screen set. There can also be a comment line "# mute in group" followed by 32 more lines. Then there are addditional comments and single lines for BPM up, BPM down, Screen Set Up, Screen Set Down, Mod Replace, Mod Snapshot, Mod Queue, Mod Gmute, Mod Glearn, and Screen Set Play. These are all forms of MIDI automation useful to control the playback while not sitting near the computer.

[mute-group]

The mute-group starts with a line that indicates up to 32 mute-groups are defined. A common value is 1024, which means there are 32 groups times 32 keys. But this value is currently thrown away. This value is followed by 32 lines of data, each contained 4 sets of 8 settings. See the seq24-doc project on GitHub for a much more detailed description of this section.

[midi-clock]

The MIDI-clock section defines the clocking value for up to 16 output busses. The first number, 16, indicates how many busses are specified. Generally, these busses are shown to the user with names such as "[1] seq24 1".

[keyboard-control]

The keyboard control defines the keys that will toggle the stage of each of up to 32 patterns in a pattern/sequence box. These keys are displayed in each box as a reminder. The first number specifies the Key number, and the second number specifies the Sequence number.

[keyboard-group]

The keyboard group specifies more automation for the application. The first number specifies the Key number, and the second number specifies the Group number. This section should be better described in the seq24-doc project on GitHub.

[extended-keys]

Additional keys (not yet represented in the Options dialog) to support additional keys for tempo-tapping, Seq32's new transport and connection functionality, and maybe a little more.

[New-keys]

Conditional support for reading Seq32 "rc" files.

[jack-transport]

This section covers various JACK settings, one setting per line. In order, the following numbers are specfied:

```
-   jack_transport - Enable sync with JACK Transport.
-   jack_master - Seq24 will attempt to serve as JACK Master.
-   jack_master_cond - Seq24 will fail to be Master if there is
    already a Master set.
-   song_start_mode:
    -   0 = Playback will be in Live mode.  Use this to allow
        muting and unmuting of loops.
    -   1 = Playback will use the Song Editor's data.
```

[midi-input]

This section covers the MIDI input busses, and has a format similar to "[midi-clock]". Generally, these busses are shown to the user with names such as "[1] seq24 1", and currently there is only one input buss. The first field is the port number, and the second number indicates whether it is disabled (0), or enabled (1).

[midi-clock-mod-ticks]

This section covers.... One common value is 64.

[manual-alsa-ports]

Set to 1 if you want seq24 to create its own ALSA ports and not connect to other clients.

[last-used-dir]

This section simply holds the last path-name that was used to read or write a MIDI file. We still need to add a check for a valid path, and currently the path must start with a "/", so it is not suitable for Windows.

[interaction-method]

This section specified the kind of mouse interaction.

- 0 = 'seq24' (original Seq24 method).
- 1 = 'fruity' (similar to a certain fruity sequencer we like).

The second data line is set to "1" if Mod4 can be used to keep seq24 in note-adding mode even after the right-click is released, and "0" otherwise.

Parameters

p	Provides the performance object to which all of these options apply.

Returns

Returns true if the file was able to be opened for reading. Currently, there is no indication if the parsing actually succeeded.

Implements seq64::configfile.

13.48.3.2 write()

```
bool seq64::optionsfile::write (
            const perform & p )  [virtual]
```

Parameters

p	Provides a const reference to the main perform object. However, we have to cast away the constness, because too many of the perform getter functions are used in non-const contexts.

Returns

Returns true if the write operations all succeeded.

New boolean to show sequence numbers; ignored in legacy mode.

Implements seq64::configfile.

13.48.3.3 error_message()

```
bool seq64::optionsfile::error_message (
            const std::string & sectionname )  [private]
```

Parameters

sectionname	Provides the name of the section for reporting the error.

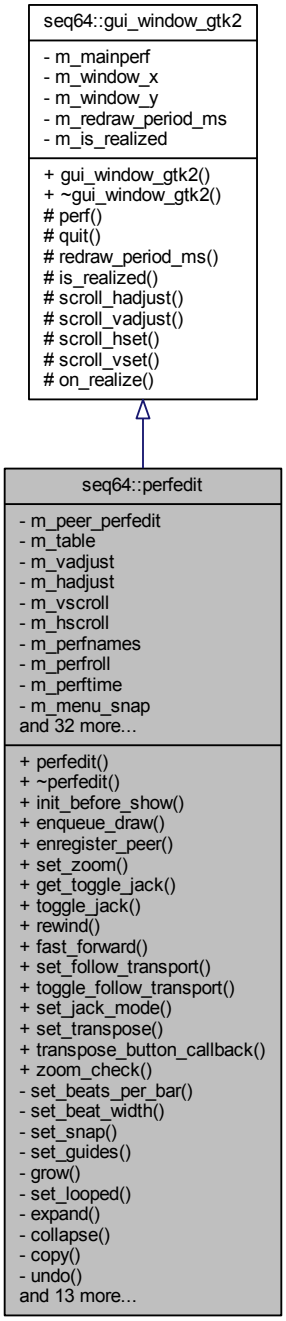
Returns

Always returns false.

13.49 seq64::perfedit Class Reference

This class supports a Performance Editor that is used to arrange the patterns/sequences defined in the patterns panel.

Inheritance diagram for seq64::perfedit:



Public Member Functions

- perfedit (perform &p, bool second_perfedit=false, int ppqn=SEQ64_USE_DEFAULT_PPQN)

  Principal constructor, has a reference to a perform object.
- virtual ~perfedit ()

  This rote destructor does nothing.
- void init_before_show ()

This function forwards its call to the perfroll function of the same name.

- void enqueue_draw (bool forward=true)

  Helper wrapper for calling perfroll::queue_draw() for one or both perfedits.

- void enregister_peer (perfedit *peer)

  Register the peer perfedit object.

- void set_zoom (int z)

  Implements the horizontal zoom feature.

- bool get_toggle_jack ()

  Gets the state fo the JACK toggle button in the Song editor, when compiled with seq32 JACK support.

- void toggle_jack ()

  Sets the state fo the JACK toggle button in the Song editor, when compiled with seq32 JACK support.

- void rewind (bool press)

  Implements the seq32/stazed rewind operation.

- void fast_forward (bool press)

  Implements the seq32/stazed fast-forward operation.

- void set_follow_transport ()

  Sets the transport status when compiled for seq32 JACK support.

- void toggle_follow_transport ()

  Toggles the transport status when compiled for seq32 JACK support.

- void set_jack_mode ()

  Sets the JACK transport status, based on the status of the JACK button in the Song editor, when compiled for seq32 JACK support.

- void set_transpose (int transpose)

  Sets the value of transposition for this window.

- void transpose_button_callback (int transpose)

  The button callback for transposition for this window.

Static Public Member Functions

- static bool zoom_check (int z)

  Checks zoom values for the z/Z keystrokes used in perfroll and perftime.

Private Member Functions

- void set_beats_per_bar (int bpm)

  Sets the beats-per-measure text and value to the given value, and then calls set_guides().

- void set_beat_width (int bw)

  Sets the BW (beat width, or the denominator in the time signature) text and values to the given value, and then calls set_guides().

- void set_snap (int snap)

  Sets the snap text and values to the given value, and then calls set_guides().

- void set_guides ()

  Sets the guides, which are the L and R user-interface elements.

- void grow ()

  Increments the size of the perfroll and perftime objects.

- void set_looped ()

  Set the looping in the perform object.

- void expand ()

  Implement the expand action.

- void collapse ()

Implement the collapse action.

- void copy ()

  Implement the copy (actually, expand-and-copy) action.

- void undo ()

  Implement the undo feature (Ctrl-Z).

- void redo ()

  Implement the redo feature (Ctrl-R).

- void popup_menu (Gtk::Menu *menu)

  Opens the given popup menu.

- void draw_sequences ()

  Forces a redraw of the sequences, though currently just the perfnames part of each sequence in the performance editor.

- bool timeout ()

  Handles a drawing timeout.

- void set_image (bool isrunning)

  Changes the image used for the pause/play button.

- void start_playing ()

  Implement the playing.

- void pause_playing ()

  Pauses the playing of the song, leaving the progress bar where it stopped.

- void stop_playing ()

  Stop the playing.

- void toggle_playing ()

  Reverses the state of playback.

- void on_realize ()

  This callback function calls the base-class on_realize() function, and then connects the perfedit::timeout() function to the Glib signal-timeout, with a redraw timeout of redraw_period_ms().

- bool on_key_press_event (GdkEventKey *ev)

  This function is the callback for a key-press event.

- bool on_key_release_event (GdkEventKey *ev)

  This function is the callback for a key-release event.

- bool on_delete_event (GdkEventAny *)

  All this callback function does is return false.

Private Attributes

- perfedit * m_peer_perfedit

  The partner instance of perfedit.

- Gtk::Table * m_table

  A whole horde of GUI elements.

- Gtk::Adjustment * m_vadjust

  Vertical adjust for piano roll.

- Gtk::Adjustment * m_hadjust

  Horizontal adjust for piano roll.

- Gtk::VScrollbar * m_vscroll

  Vertical scroll for piano roll.

- Gtk::HScrollbar * m_hscroll

  Horizonatl scroll for piano roll.

- perfnames * m_perfnames

  Pattern names in leftmost column.

- perfroll * m_perfroll

  The piano roll in the song editor.
- perftime * m_perftime

  The time/measures bar above roll.
- Gtk::Menu * m_menu_snap

  The menu for grid-snap selection.
- Gtk::Menu * m_menu_xpose

  The menu for transpose selection.
- Gtk::Button * m_button_xpose

  Button to bring up transpose menu.
- Gtk::Entry * m_entry_xpose

  Text edit for the transpose value.
- Gtk::Image * m_image_play

  The image for the play button.
- Gtk::Button * m_button_snap

  Button to bring up the snap menu.
- Gtk::Entry * m_entry_snap

  Text edit for the grid-snap value.
- Gtk::Button * m_button_stop

  The Stop Play button object.
- Gtk::Button * m_button_play

  Implements the yellow two-bar pause button.
- Gtk::ToggleButton * m_button_loop

  Button for Left-to-Right looping.
- Gtk::Button * m_button_expand

  Button for Left/Right expansion.
- Gtk::Button * m_button_collapse

  Button for Left/Right collapse.
- Gtk::Button * m_button_copy

  Expand and copy between L/R.
- Gtk::Button * m_button_grow

  Expand grid (bottom-right button).
- Gtk::Button * m_button_undo

  Button to undo previous action.
- Gtk::Button * m_button_redo

  Button to redo previous action.
- Gtk::ToggleButton * m_button_jack

  Button to toggle JACK connection.
- Gtk::ToggleButton * m_button_follow

  Button to toggle JACK following.
- Gtk::Button * m_button_bpm

  Beats-per-measure menu button.
- Gtk::Entry * m_entry_bpm

  Text-edit for beats-per-measure.
- Gtk::Button * m_button_bw

  Beat-width menu button.
- Gtk::Entry * m_entry_bw

  Text-edit for beat-width.
- Gtk::HBox * m_hbox

  Horizontal box (which?) in table.
- Gtk::HBox * m_hlbox

Horizontal box for buttons at top.

- Gtk::Tooltips * m_tooltips

  Container for tool-tips.

- Gtk::Menu * m_menu_bpm

  Menus for time signature, beats per measure, beat width.

- Gtk::Menu * m_menu_bw

  Drop-down menu for beat-width.

- int m_snap

  Sets the horizontal grid snap-to in units of "pulses" or "ticks".

- int m_bpm

  The current "beats per measure" value.

- int m_bw

  The current "beat width" value.

- int m_ppqn

  The current "parts per quarter note" value.

- bool m_is_running

  Holds the current status of running, for use in display the play versus pause icon.

- int m_standard_bpm

  The standard "beats per measure" of Sequencer64, which here matches the beats-per-measure displayed in the perfroll (piano roll).

Friends

- void update_perfedit_sequences ()

  This global function in the seq64 namespace calls perfedit :: draw_sequences(), if the global perfedit objects exist.

Additional Inherited Members

13.49.1 Detailed Description

It has a seqroll and piano roll? No, it has a perform, a perfnames, a perfroll, and a perftime.

13.49.2 Constructor & Destructor Documentation

13.49.2.1 perfedit()

```
seq64::perfedit::perfedit (
            perform & p,
            bool second_perfedit = false,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

We've reordered the pointer members and put them in the initializer list to make the constructor a bit cleaner.

Todo Offload most of the work into an initialization function like options does.

Parameters

p	Refers to the main performance object.
second_perfedit	If true, this object is the second perfedit object.
ppqn	The optionally-changed PPQN value to use for the performance editor.

13.49.2.2 ~perfedit()

```
virtual seq64::perfedit::~perfedit ( )  [inline], [virtual]
```

We're going to have to run the application through valgrind to make sure that nothing is left behind.

13.49.3 Member Function Documentation

13.49.3.1 init_before_show()

```
void seq64::perfedit::init_before_show ( )
```

It does not seem to need to also forward to the perftime function of the same name.

13.49.3.2 enqueue_draw()

```
void seq64::perfedit::enqueue_draw (
            bool forward = true )
```

Note that we call the children's queue_draw() functions, not enqueue_draw(), otherwise we'll get stack overflow.

Parameters

forward	If true (the default), pass the call to the peer. When passing this call to the peer, this parameter is set to false to prevent an infinite loop and the resultant stack overflow.

13.49.3.3 zoom_check()

```
static bool seq64::perfedit::zoom_check (
            int z )  [inline], [static]
```

It has to range from greater than 1 (the highest zoom-in causes an unexplained drawing artifact at this time), and not greater than four times the c_perf_scale_x value, at which point we have zoomed out so far that the measure numbers are almost completely obscured.

Parameters

z	The desired zoom value to validate.

13.49.3.4 enregister_peer()

```
void seq64::perfedit::enregister_peer (
            perfedit * peer )  [inline]
```

This function is meant to be called by mainwnd, which creates the perfedits and then makes sure they get along. Only the first call to this function will work; only one peer can be registered.

Parameters

peer	The peer perfedit object to register, if not null.

13.49.3.5 set_zoom()

```
void seq64::perfedit::set_zoom (
            int z )
```

Parameters

z	The zoom value to be set. The child zoom functions called each check that this value is valid.

13.49.3.6 get_toggle_jack()

```
bool seq64::perfedit::get_toggle_jack ( )
```

Returns

Returns the JACK button's get_active() status.

13.49.3.7 toggle_jack()

```
void seq64::perfedit::toggle_jack ( )
```

Note that this will trigger the button signal callback.

13.49.3.8 rewind()

```
void seq64::perfedit::rewind (
            bool press )  [inline]
```

The timeout is in milliseconds, and is currently hard-wired to 120.

Note the use of "&perf()" to get the address of the perform object.

Parameters

press	True if the operation is a key press, false if the operation is a key release.

13.49.3.9 fast_forward()

```
void seq64::perfedit::fast_forward (
            bool press )  [inline]
```

Parameters

press	True if the operation is a key press, false if the operation is a key release.

13.49.3.10 set_follow_transport()

```
void seq64::perfedit::set_follow_transport ( )
```

Note that this will trigger the button signal callback.

13.49.3.11 toggle_follow_transport()

```
void seq64::perfedit::toggle_follow_transport ( )
```

Note that this will trigger the button signal callback.

13.49.3.12 set_jack_mode()

```
void seq64::perfedit::set_jack_mode ( )
```

To avoid a lot of pointer dereferencing, much of the code is offloaded to perform::set_jack_mode(), which now returns a boolean.

13.49.3.13 set_transpose()

```
void seq64::perfedit::set_transpose (
            int transpose )
```

Parameters

transpose	The amount to transpose the transposable sequences. We need to add validation at some point, if the widget does not enforce that.

13.49.3.14 transpose_button_callback()

```
void seq64::perfedit::transpose_button_callback (
            int transpose )
```

Parameters

transpose	The amount to transpose the transposable sequences.

13.49.3.15 set_beats_per_bar()

```
void seq64::perfedit::set_beats_per_bar (
            int bpm )  [private]
```

The usage of is modified was faulty. Offloaded it to the perform object to make it more foolproof. See the perform::modify() function.

Parameters

bpm	Provides the beats/measure or beats/bar value to be set. This value is basically the numerator of the time signature.

13.49.3.16 set_beat_width()

```
void seq64::perfedit::set_beat_width (
            int bw )  [private]
```

The usage of is modified was faulty. Offloaded it to the perform object to make it more foolproof. See the perform::modify() function.

Parameters

bw	Provides the beat width to be set. The beat width is basically the denominator of the time signature.

13.49.3.17 set_snap()

```
void seq64::perfedit::set_snap (
            int snap )  [private]
```

Parameters

snap	Provide the snap value to be set. This value is basically the numerator of the expression "1 / snap".

13.49.3.18 set_guides()

```
void seq64::perfedit::set_guides ( )  [private]
```

See the set_snap() function.

It's a little confusing; I assigned the label "m_standard_bpm" to the value 4 in "measure_pulse = 192 * 4 * m_bpm / m_bw", but I am not sure I understand this equation... why the extra factor of 4? That 4 appears in "c_ppqn * 4" a lot in the original code.

13.49.3.19 grow()

```
void seq64::perfedit::grow ( )  [private]
```

Make sure that setting the modified flag makes sense for this operation. It doesn't seem to modify members.

13.49.3.20 set_looped()

```
void seq64::perfedit::set_looped ( )  [private]
```

13.49.3.21 expand()

```
void seq64::perfedit::expand ( )  [private]
```

This action opens up a space of events between the L and R (left and right) markers. This action is preceded by pushing an Undo operation in the perform object, moving its triggers, and telling the perfroll to redraw.

13.49.3.22 collapse()

```
void seq64::perfedit::collapse ( )  [private]
```

This action removes all events between the L and R (left and right) markers. This action is preceded by pushing an Undo operation in the perform object, not moving its triggers (they go away), and telling the perfroll to redraw.

13.49.3.23 copy()

```
void seq64::perfedit::copy ( )  [private]
```

This action opens up a space of events between the L and R (left and right) markers, and copies the information from the same amount of events that follow the R marker. This action is preceded by pushing an Undo operation in the perform object, copying its triggers, and telling the perfroll to redraw.

13.49.3.24 undo()

```
void seq64::perfedit::undo ( )  [private]
```

We pop an Undo trigger, and then ask the perfroll to queue up a (re)drawing action.

13.49.3.25 redo()

```
void seq64::perfedit::redo ( )  [private]
```

We pop an Redo trigger, and then ask the perfroll to queue up a (re)drawing action.

13.49.3.26 popup_menu()

```
void seq64::perfedit::popup_menu (
            Gtk::Menu * menu )  [private]
```

13.49.3.27 draw_sequences()

```
void seq64::perfedit::draw_sequences ( )  [private]
```

This is meant to be called when the focus of an open seqedit or eventedit window changes.

13.49.3.28 timeout()

```
bool seq64::perfedit::timeout ( )  [private]
```

It redraws "dirty" sequences in the perfroll and the perfnames objects, and shows draw progress on the perfroll. It also changes the pause/play image if the status of running has changed. This function is called frequently and continuously. It will work for both perfedit windows, if both are up.

13.49.3.29 set_image()

```
void seq64::perfedit::set_image (
            bool isrunning )  [private]
```

Parameters

isrunning	If true, the image should be the pause image. Otherwise, it should be the play image.

13.49.3.30 start_playing()

```
void seq64::perfedit::start_playing ( )  [private]
```

JACK will be used if it is present and, in the application, enabled and working. Note the new flag to let perform know that it is a pause/play request from the perfedit window. In other words, a forced Song mode.

13.49.3.31 pause_playing()

```
void seq64::perfedit::pause_playing ( )  [private]
```

Keeps the stop button enabled as a kind of rewind for ALSA. Stop in place!

13.49.3.32 stop_playing()

```
void seq64::perfedit::stop_playing ( )  [private]
```

We need to make the progress line move back to the beginning right away here.

13.49.3.33 toggle_playing()

```
void seq64::perfedit::toggle_playing ( )  [inline], [private]
```

Meant only to be called when the "Play" button is pressed. Currently, the GUI does not change. This function will ultimately act like a Pause/Play button, but currently the pause functionality on works (partially) for JACK transport. Currently not used.

13.49.3.34 on_realize()

```
void seq64::perfedit::on_realize ( )  [private]
```

13.49.3.35 on_key_press_event()

```
bool seq64::perfedit::on_key_press_event (
            GdkEventKey * ev )  [private]
```

By default, the space-bar starts the playing, and the Escape key stops the playing. The start/end key may be the same key (i.e. space-bar), allow toggling when the same key is mapped to both triggers. Note that we now pass false in the call to perform::playback_key_event(), if SEQ64_PAUSE_SUPPORT is compiled in. Song mode doesn't yield the pause effect we want.

Parameters

ev	Provides the key event to implement.

13.49.3.36 on_key_release_event()

```
bool seq64::perfedit::on_key_release_event (
            GdkEventKey * ev )  [private]
```

It is needed to turn off the fast-forward and rewind keys functionality when released.

Parameters

ev	Provides the key event to implement.

13.49.3.37 on_delete_event()

```
bool seq64::perfedit::on_delete_event (
            GdkEventAny *  )  [inline], [private]
```

13.49.4 Friends And Related Function Documentation

13.49.4.1 update_perfedit_sequences

```
void update_perfedit_sequences ( )  [friend]
```

It is used by other objects (seqedit and eventedit) that can modify the currently-edited sequence shown in the perfedit (song window).

13.49.5 Field Documentation

13.49.5.1 m_peer_perfedit

```
perfedit* seq64::perfedit::m_peer_perfedit  [private]
```

13.49.5.2 m_table

```
Gtk::Table* seq64::perfedit::m_table  [private]
```

Layout table for song editor.

13.49.5.3 m_vadjust

```
Gtk::Adjustment* seq64::perfedit::m_vadjust  [private]
```

13.49.5.4 m_hadjust

```
Gtk::Adjustment* seq64::perfedit::m_hadjust  [private]
```

13.49.5.5 m_vscroll

```
Gtk::VScrollbar* seq64::perfedit::m_vscroll  [private]
```

13.49.5.6 m_hscroll

```
Gtk::HScrollbar* seq64::perfedit::m_hscroll  [private]
```

13.49.5.7 m_perfnames

```
perfnames* seq64::perfedit::m_perfnames  [private]
```

13.49.5.8 m_perfroll

```
perfroll* seq64::perfedit::m_perfroll  [private]
```

13.49.5.9 m_perftime

```
perftime* seq64::perfedit::m_perftime  [private]
```

13.49.5.10 m_menu_snap

```
Gtk::Menu* seq64::perfedit::m_menu_snap  [private]
```

13.49.5.11 m_menu_xpose

```
Gtk::Menu* seq64::perfedit::m_menu_xpose  [private]
```

13.49.5.12 m_button_xpose

```
Gtk::Button* seq64::perfedit::m_button_xpose  [private]
```

13.49.5.13 m_entry_xpose

```
Gtk::Entry* seq64::perfedit::m_entry_xpose  [private]
```

13.49.5.14 m_image_play

```
Gtk::Image* seq64::perfedit::m_image_play  [private]
```

13.49.5.15 m_button_snap

```
Gtk::Button* seq64::perfedit::m_button_snap  [private]
```

13.49.5.16 m_entry_snap

```
Gtk::Entry* seq64::perfedit::m_entry_snap  [private]
```

13.49.5.17 m_button_stop

```
Gtk::Button* seq64::perfedit::m_button_stop  [private]
```

13.49.5.18 m_button_play

```
Gtk::Button* seq64::perfedit::m_button_play  [private]
```

The Play button object.

13.49.5.19 m_button_loop

```
Gtk::ToggleButton* seq64::perfedit::m_button_loop  [private]
```

13.49.5.20 m_button_expand

```
Gtk::Button* seq64::perfedit::m_button_expand  [private]
```

13.49.5.21 m_button_collapse

```
Gtk::Button* seq64::perfedit::m_button_collapse  [private]
```

13.49.5.22 m_button_copy

```
Gtk::Button* seq64::perfedit::m_button_copy  [private]
```

13.49.5.23 m_button_grow

```
Gtk::Button* seq64::perfedit::m_button_grow  [private]
```

13.49.5.24 m_button_undo

```
Gtk::Button* seq64::perfedit::m_button_undo  [private]
```

13.49.5.25 m_button_redo

```
Gtk::Button* seq64::perfedit::m_button_redo  [private]
```

13.49.5.26 m_button_jack

```
Gtk::ToggleButton* seq64::perfedit::m_button_jack  [private]
```

13.49.5.27 m_button_follow

```
Gtk::ToggleButton* seq64::perfedit::m_button_follow  [private]
```

13.49.5.28 m_button_bpm

```
Gtk::Button* seq64::perfedit::m_button_bpm  [private]
```

13.49.5.29 m_entry_bpm

```
Gtk::Entry* seq64::perfedit::m_entry_bpm  [private]
```

13.49.5.30 m_button_bw

```
Gtk::Button* seq64::perfedit::m_button_bw  [private]
```

13.49.5.31 m_entry_bw

```
Gtk::Entry* seq64::perfedit::m_entry_bw  [private]
```

13.49.5.32 m_hbox

```
Gtk::HBox* seq64::perfedit::m_hbox  [private]
```

13.49.5.33 m_hlbox

```
Gtk::HBox* seq64::perfedit::m_hlbox  [private]
```

13.49.5.34 m_tooltips

```
Gtk::Tooltips* seq64::perfedit::m_tooltips  [private]
```

13.49.5.35 m_menu_bpm

```
Gtk::Menu* seq64::perfedit::m_menu_bpm  [private]
```

Drop-down menu for beats/minute.

13.49.5.36 m_menu_bw

```
Gtk::Menu* seq64::perfedit::m_menu_bw  [private]
```

13.49.5.37 m_snap

```
int seq64::perfedit::m_snap  [private]
```

13.49.5.38 m_bpm

```
int seq64::perfedit::m_bpm  [private]
```

Do not confuse it with BPM (beats per minute). The numerator of the time signature.

13.49.5.39 m_bw

```
int seq64::perfedit::m_bw  [private]
```

The denominator of the time signature.

13.49.5.40 m_ppqn

```
int seq64::perfedit::m_ppqn  [private]
```

13.49.5.41 m_is_running

```
bool seq64::perfedit::m_is_running  [private]
```

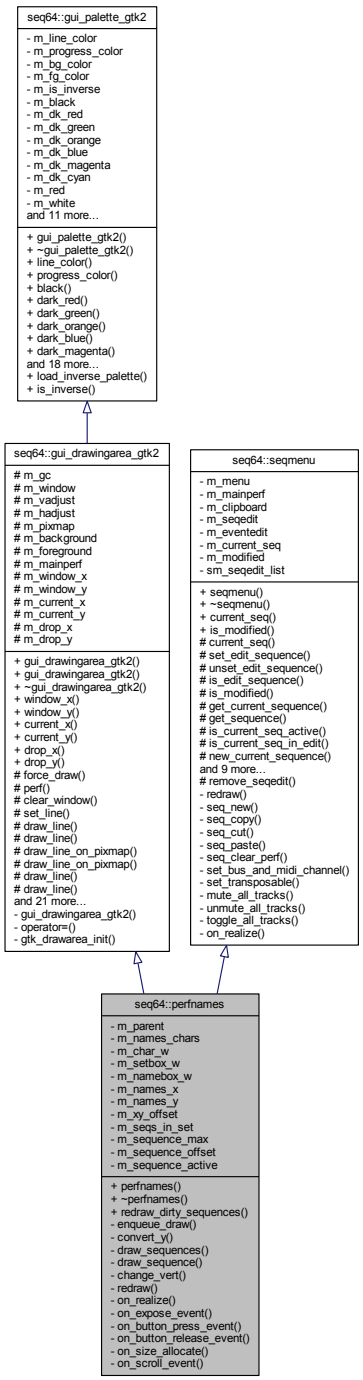
13.49.5.42 m_standard_bpm

```
int seq64::perfedit::m_standard_bpm  [private]
```

13.50 seq64::perfnames Class Reference

This class implements the left-side keyboard in the patterns window.

Inheritance diagram for seq64::perfnames:



Public Member Functions

- perfnames (perform &p, perfedit &parent, Gtk::Adjustment &vadjust)

  Principal constructor for this user-interface object.
- virtual ~perfnames ()

  Let's provide a do-nothing virtual destructor.
- void redraw_dirty_sequences ()

  Redraws sequences that have been modified.

Private Member Functions

- void enqueue_draw ()

  Wraps queue_draw() and forwards the call to the parent perfedit, so that it can forward it to any other perfedit that exists, and to the other sub-elements of the song editor.
- int convert_y (int y)

  Converts a y-value into a sequence number and returns it.
- void draw_sequences ()

  New function to encapsulate forced redrawing of all sequence names in the current viewport.
- void draw_sequence (int sequence)

  Draw the given sequence.
- void change_vert ()

  Change the vertial offset of a sequence/pattern.
- void redraw (int sequence)

  Redraw the given sequence.
- void on_realize ()

  Handles the callback when the window is realized.
- bool on_expose_event (GdkEventExpose ∗ev)

  Handles an on-expose event.
- bool on_button_press_event (GdkEventButton ∗ev)

  Provides the callback for a button press, and it handles only a left mouse button [the right mouse button is handled in on_button_release_event()].
- bool on_button_release_event (GdkEventButton ∗ev)

  Handles a button-release for the right button, bringing up a popup menu that is identical to the right-click popup menu for a slot in the patterns panel (mainwid), and context sensitive.
- void on_size_allocate (Gtk::Allocation &)

  Handles a size-allocation event.
- bool on_scroll_event (GdkEventScroll ∗ev)

  Handle the vertical scrolling of the window.

Private Attributes

- perfedit & m_parent

  Provides a link to the perfedit that created this object.
- int m_names_chars

  Provides the number of the characters in the name box.
- int m_char_w

  Provides the "real" width of a character.
- int m_setbox_w

  Provides the width of the "set number" box.
- int m_namebox_w

  Provides the width of the "name" box.
- int m_names_x

  Provides the width of the names box, which is the width of a character for 24 characters.
- int m_names_y

  Provides the height of the names box, which is hardwired to 24 pixels.
- int m_xy_offset

  Provides the horizontal and vertical offsets of the text relative to the names box.
- const int m_seqs_in_set

  The number of sequences in a set, currently still hardwired to 32.
- const int m_sequence_max

The maximum number of sequences, current 32 x 32 = 1024.

- int m_sequence_offset

  The offset from the 0th sequence, which is determined by the vertical view of the piano roll, controlled by the vertical scroll-bar.

- bool m_sequence_active [c_max_sequence]

  Indicates if the given sequence is active or not.

Friends

- class perfedit

Additional Inherited Members

13.50.1 Detailed Description

It inherits from gui_drawingarea_gtk2 to support the font, color, and other GUI functionality, and from seqmenu to support the right-click Edit/New/Cut right-click menu.

Obsolete Note the usage of virtual base classes. Since these can add some extra overhead, we should determine if we can do without the virtuality (and indeed it doesn't seem to be needed).

13.50.2 Constructor & Destructor Documentation

13.50.2.1 perfnames()

```
seq64::perfnames::perfnames (
            perform & p,
            perfedit & parent,
            Gtk::Adjustment & vadjust )
```

Weird is that the window (x,y) are set to (c_names_x, 100), when c_names_y is 22 (now 24) in globals.h.

Parameters

p	Provides a reference to the main performance object of the application.
parent	Provides a reference to the object that contains this object, so that this object can tell the parent to queue up a drawing operation.
vadjust	Provides the vertical scrollbar object needed so that perfnames can respond to scrollbar cursor/thumb movement.

13.50.2.2 ~perfnames()

```
virtual seq64::perfnames::~perfnames ( )  [inline], [virtual]
```

13.50.3 Member Function Documentation

13.50.3.1 redraw_dirty_sequences()

```
void seq64::perfnames::redraw_dirty_sequences ( )
```

13.50.3.2 enqueue_draw()

```
void seq64::perfnames::enqueue_draw ( )  [private]
```

The parent perfedit will call perfnames::queue_draw() on behalf of this object, and it will pass a perfnames::enqueue_draw() to the peer perfedit's perfnames, if the peer exists.

13.50.3.3 convert_y()

```
int seq64::perfnames::convert_y (
            int y )  [private]
```

Used in figuring out which sequence to mute/unmute in the performance editor.

Parameters

y	The y value (within the vertical limits of the perfnames column to the left of the performance editor's piano roll.

Returns

Returns the sequence number corresponding to the y value.

13.50.3.4 draw_sequences()

```
void seq64::perfnames::draw_sequences ( )  [private]
```

13.50.3.5 draw_sequence()

```
void seq64::perfnames::draw_sequence (
            int seqnum )  [private]
```

This function has to be prepared to handle an almost endless list of sequences, including unused ones, to draw them all with compatible styles. The sequences are grouped by set-number. The set-number occurs every 32 sequences in the leftmost column of the window.

1. Render the set number, or a blank box, in leftmost column. If the y height of the first draw_rectangle is m_names_y + 1, then we get a black line for the blank tracks, looks ugly.
2. Make sure that the rectangle drawn with the proper background colors for various combinations of muting and highlighting, otherwise just the name is properly colored.
3. Render the column with the name of the sequence. The channel number ranges from 1 to 16, but SMF 0 is indicated on-screen by a channel number of 0. We get the label format from the perform object, for consistency across windows.

Parameters

seqnum	Index to the sequence information to be drawn.

13.50.3.6 change_vert()

```
void seq64::perfnames::change_vert ( )  [private]
```

13.50.3.7 redraw()

```
void seq64::perfnames::redraw (
            int sequence )  [inline], [private], [virtual]
```

This function is a virtual function of seqmenu that must be overridden in this class.

Parameters

sequence	Provides the number of the sequence to be redrawn.

Implements seq64::seqmenu.

13.50.3.8 on_realize()

```
void seq64::perfnames::on_realize ( )  [private]
```

It first calls the base-class version of on_realize(). Then it allocates any additional resources needed.

13.50.3.9 on_expose_event()

```
bool seq64::perfnames::on_expose_event (
            GdkEventExpose * ev )  [private]
```

It draws all of the sequences that will be visible.

We could actually optimize this a tiny bit, to save some additions in the for loop.

Parameters

ev	The expose event, not used.

Returns

Always returns true.

13.50.3.10 on_button_press_event()

```
bool seq64::perfnames::on_button_press_event (
            GdkEventButton * ev )  [private]
```

Two operations are supported by left-clicking on the sequence/track name:

```
-   Normal.  Toggles the mute status of the sequence that is clicked.
-   Shift.  Toggles the mutes status of all other sequences, making
    this operation an easy way to preview a single sequence in the
    performance editor, then bring back the rest of the tracks.
```

Parameters

ev	The mouse button event.

Returns

Always returns true.

13.50.3.11 on_button_release_event()

```
bool seq64::perfnames::on_button_release_event (
            GdkEventButton * p0 )  [private]
```

Parameters

p0	The button event.

Returns

Always returns false.

13.50.3.12 on_size_allocate()

```
void seq64::perfnames::on_size_allocate (
            Gtk::Allocation & a )  [private]
```

It first calls the base-class version of this function.

Parameters

a	The allocation event. It is passed to the base-class on_size_allocate() function, and then m_window_x and m_window_y are set to the width and height, respectively, of the allocation.

13.50.3.13 on_scroll_event()

```
bool seq64::perfnames::on_scroll_event (
            GdkEventScroll * ev )  [private]
```

The vertical value is incremented or decremented by the amount of the step increment, and the page is clamped to the new value.

Parameters

ev	The scrolling event.

Returns

Always returns true.

13.50.4 Friends And Related Function Documentation

13.50.4.1 perfedit

```
friend class perfedit  [friend]
```

13.50.5 Field Documentation

13.50.5.1 m_parent

```
perfedit& seq64::perfnames::m_parent  [private]
```

We want to support two perfedit windows, but the children of perfedit will have to communicate changes requiring a redraw through the parent.

13.50.5.2 m_names_chars

```
int seq64::perfnames::m_names_chars  [private]
```

Pretty much hardwired to 24 at present.

13.50.5.3 m_char_w

```
int seq64::perfnames::m_char_w  [private]
```

This value is obtained from a font-renderer accessor function.

13.50.5.4 m_setbox_w

```
int seq64::perfnames::m_setbox_w  [private]
```

This used to be hardwired to 6 $*$ 2 (character-width times two).

13.50.5.5 m_namebox_w

```
int seq64::perfnames::m_namebox_w  [private]
```

This used to be a weird calculation based on character width.

13.50.5.6 m_names_x

```
int seq64::perfnames::m_names_x  [private]
```

13.50.5.7 m_names_y

```
int seq64::perfnames::m_names_y  [private]
```

This value was once 22 pixels, but we need a little extra room for our new font. This extra room is compatible enough with the old font, as well.

13.50.5.8 m_xy_offset

```
int seq64::perfnames::m_xy_offset  [private]
```

Currently hardwired.

13.50.5.9 m_seqs_in_set

```
const int seq64::perfnames::m_seqs_in_set  [private]
```

13.50.5.10 m_sequence_max

```
const int seq64::perfnames::m_sequence_max  [private]
```

13.50.5.11 m_sequence_offset

```
int seq64::perfnames::m_sequence_offset  [private]
```

13.50.5.12 m_sequence_active

```
bool seq64::perfnames::m_sequence_active[c_max_sequence]  [private]
```

If this really is the true meaning of this value, we ought to get it directly from the sequence if we can.

13.51 seq64::perform Class Reference

This class supports the performance mode.

Public Types

- enum mute_op_t {
  MUTE_TOGGLE,
  MUTE_OFF,
  MUTE_ON }

  Provides settings for muting.
- enum ff_rw_button_t {
  FF_RW_REWIND,
  FF_RW_NONE,
  FF_RW_FORWARD }

  Provides setting for the fast-forward and rewind functionality.

Public Member Functions

- perform (gui_assistant &mygui, int ppqn=SEQ64_USE_DEFAULT_PPQN)

  This construction initializes a vast number of member variables, some of them public (but we're working on that)!
- ~perform ()

  The destructor sets some running flags to false, signals this condition, then joins the input and output threads if the were launched.
- bool is_modified () const

  'Getter' function for member m_is_modfied
- void modify ()

  'Setter' function for member m_is_modified This setter only sets the modified-flag to true.
- int ppqn () const

  'Getter' function for member m_ppqn
- int sequence_count () const

  'Getter' function for member m_sequence_count It is better to call this getter before bothering to even try to use a sequence.
- int sequence_max () const

  'Getter' function for member m_sequence_max
- bool is_control_status () const

  'Getter' function for member m_control_status
- void set_edit_sequence (int seqnum)

  'Setter' function for member m_edit_sequence
- void unset_edit_sequence (int seqnum)

  'Setter' function for member m_edit_sequence
- bool is_edit_sequence (int seqnum) const

  'Getter' function for member m_edit_sequence
- int get_beats_per_bar () const

  'Getter' function for member m_beats_per_bar
- void set_beats_per_bar (int bpm)

  'Setter' function for member m_beats_per_bar
- int get_beat_width () const

  'Getter' function for member m_beat_width
- void set_beat_width (int bw)

  'Setter' function for member m_beat_width
- void clocks_per_metronome (int cpm)

  'Setter' function for member m_clocks_per_metronome
- int clocks_per_metronome () const

  'Getter' function for member m_clocks_per_metronome

- void set_32nds_per_quarter (int tpq)

  'Setter' function for member m_32nds_per_quarter
- int get_32nds_per_quarter () const

  'Getter' function for member m_32nds_per_quarter
- void us_per_quarter_note (long upqn)

  'Setter' function for member m_us_per_quarter_note
- long us_per_quarter_note () const

  'Getter' function for member m_us_per_quarter_note
- const gui_assistant & gui () const

  'Getter' function for member m_gui_support The const getter.
- gui_assistant & gui ()

  'Getter' function for member m_gui_support The un-const getter.
- const keys_perform & keys () const

  'Getter' function for member m_gui_support.keys() The const getter.
- keys_perform & keys ()

  'Getter' function for member m_gui_support.keys() The un-const getter.
- mastermidibus & master_bus ()

  'Getter' function for member m_master_bus
- void filter_by_channel (bool flag)

  'Setter' function for member m_master_bus.filter_by_channel()
- bool is_running () const

  'Getter' function for member m_running Could also be called "is_playing()".
- bool is_pattern_playing () const

  'Setter' function for member m_is_pattern_playing
- bool toggle_song_start_mode ()

  'Setter' function for member m_song_start_mode
- void song_start_mode (bool flag)

  'Setter' function for member m_song_start_mode
- bool song_start_mode () const

  'Getter' function for member m_song_start_mode
- bool is_jack_running () const

  'Getter' function for member m_jack_asst.is_running() This function is useful for announcing the status of JACK in user-interface items that only have access to the perform object.
- bool is_jack_master () const

  'Getter' function for member m_jack_asst.is_master() Also now includes is_jack_running(), since one cannot be JACK Master if JACK is not running.
- void enregister (performcallback *pfcb)

  Adds a pointer to an object to be notified by this perform object.
- void toggle_jack_mode ()
- bool set_jack_mode (bool mode)

  Encapsulates behavior needed by perfedit.
- bool get_toggle_jack () const

  'Getter' function for member m_jack_asst.get_jack_mode()
- void set_jack_stop_tick (midipulse tick)

  'Setter' function for member m_jack_asst.set_jack_stop_tick()
- unsigned short combine_bytes (midibyte b0, midibyte b1)

  Combines bytes into an unsigned-short value.
- void FF_rewind ()

  Implements the fast-forward or rewind functionality imported from seq32.
- bool FF_RW_timeout ()

  Convenience function.

- void start_from_perfedit (bool flag)

  'Setter' function for member m_start_from_perfedit
- bool start_from_perfedit () const

  'Getter' function for member m_start_from_perfedit
- void set_follow_transport (bool flag)

  'Getter' function for member m_jack_asst.set_follow_transport()
- bool get_follow_transport () const

  'Getter' function for member m_jack_asst.get_follow_transport()
- void toggle_follow_transport ()

  'Setter' function for member m_jack_asst.toggle_follow_transport()
- void set_reposition (bool postype=true)

  'Getter' function for member m_reposition
- ff_rw_button_t ff_rw_type ()

  'Getter' function for member m_FF_RW_button_type
- void ff_rw_type (ff_rw_button_t button_type)

  'Getter' function for member m_FF_RW_button_type
- void rewind (bool press)

  Sets the rewind status.
- void fast_forward (bool press)

  Sets the fast-forward status.
- void reposition (midipulse tick)

  Encapsulates some repositioning code needed to move the position to the mouse pointer location in perfroll.
- bool clear_all ()

  Clears all of the patterns/sequences.
- void launch (int ppqn)

  Calls the MIDI buss and JACK initialization functions and the input/output thread-launching functions.
- void new_sequence (int seq)

  Creates a new pattern/sequence for the given slot, and sets the new pattern's master MIDI bus address.
- void add_sequence (sequence *seq, int perf)

  Adds a pattern/sequence pointer to the list of patterns.
- void delete_sequence (int seq)

  Deletes a pattern/sequence by number.
- bool is_sequence_in_edit (int seq)

  Check if the pattern/sequence, given by number, has an edit in progress.
- void clear_sequence_triggers (int seq)

  Clears the patterns/sequence for the given sequence, if it is active.
- void print_triggers () const

  Shows all the triggers of all the sequences.
- void finish ()

  The rough opposite of launch(); it doesn't stop the threads.
- midipulse get_tick () const

  'Getter' function for member m_tick
- midipulse get_jack_tick () const

  'Getter' function for member m_jack_tick
- void set_jack_tick (midipulse tick)

  'Setter' function for member m_jack_tick
- void set_left_tick (midipulse tick, bool setstart=true)

  Set the left marker at the given tick.
- midipulse get_left_tick () const

  'Getter' function for member m_left_tick
- void set_start_tick (midipulse tick)

'Setter' function for member m_starting_tick

- midipulse get_start_tick () const

  'Setter' function for member m_starting_tick

- void set_right_tick (midipulse tick, bool setstart=true)

  Set the right marker at the given tick.

- midipulse get_right_tick () const

  'Getter' function for member m_right_tick

- double left_right_size () const

  Convenience function for JACK support when loop in song mode.

- bool is_active (int seq) const

  Checks the pattern/sequence for activity.

- void apply_song_transpose ()

  Calls the apply_song_transpose() function for all active sequences.

- void set_transpose (int t)

  'Setter' function for member m_transpose For sanity's sake, the values are restricted to +-64.

- int get_transpose () const

  'Getter' function for member m_transpose

- int get_beats_per_minute ()

  'Getter' function for member m_master_bus.get_beats_per_minute Retrieves the BPM setting of the master MIDI buss.

- void set_sequence_control_status (int status)

  If the given status is present in the c_status_snapshot, the playing state is saved.

- void unset_sequence_control_status (int status)

  If the given status is present in the c_status_snapshot, the playing state is restored.

- void sequence_playing_toggle (int seq)

  If the given sequence is active, then it is toggled.

- void sequence_playing_change (int seq, bool on)

  Turn the playing of a sequence on or off, if it is active.

- void sequence_playing_on (int seq)

  Calls sequence_playing_change() with a value of true.

- void sequence_playing_off (int seq)

  Calls sequence_playing_change() with a value of false.

- void mute_all_tracks (bool flag=true)

  Mutes/unmutes all tracks in the current set of active patterns/sequences.

- void toggle_all_tracks ()

  Toggles the mutes status of all tracks in the current set of active patterns/sequences.

- bool armed_saved () const

  'Getter' function for member m_armed_saved

- void toggle_playing_tracks ()
- void mute_screenset (int ss, bool flag=true)

  Mutes/unmutes all tracks in the desired screen-set.

- void output_func ()

  Performance output function.

- void input_func ()

  This function is called by input_thread_func().

- void set_group_mute_state (int gtrack, bool muted)

  This function sets the mute state of an element in the m_mute_group array.

- bool get_group_mute_state (int gtrack)

  The opposite of set_group_mute_state(), it gets the value of the desired track.

- void set_offset (int offset)

  Calculates the offset into the screen sets.

- int get_offset () const

  'Getter' function for member m_offset
- void save_playing_state ()

  For all active patterns/sequences, this function gets the playing status and saves it in m_sequence_state[i].
- void restore_playing_state ()

  For all active patterns/sequences, this function gets the playing status from m_sequence_state[i] and sets it for the sequence.
- std::string key_name (unsigned int k) const

  Here follows a few forwarding functions for the keys_perform-derived classes.
- keys_perform::SlotMap & get_key_events ()

  Forwarding function for key events.
- keys_perform::SlotMap & get_key_groups ()

  Forwarding function for key groups.
- keys_perform::RevSlotMap & get_key_events_rev ()

  Forwarding function for reverse key events.
- keys_perform::RevSlotMap & get_key_groups_rev ()

  Forwarding function for reverse key groups.
- bool show_ui_sequence_key () const

  'Getter' function for member m_show_ui_sequency_key Provides access to keys().show_ui_sequence_key().
- void show_ui_sequence_key (bool flag)

  'Setter' function for member m_show_ui_sequency_key
- bool show_ui_sequence_number () const

  'Getter' function for member m_show_ui_sequency_number Provides access to keys().show_ui_sequence_number().
- void show_ui_sequence_number (bool flag)

  'Getter' function for member m_show_ui_sequency_number
- unsigned int lookup_keyevent_key (int seqnum)

  Gets the event key for the given sequence.
- long lookup_keyevent_seq (unsigned int keycode)

  Gets the sequence number for the given event key.
- unsigned int lookup_keygroup_key (long groupnum)

  Gets the group key for the given sequence.
- long lookup_keygroup_group (unsigned int keycode)

  Gets the group number for the given group key.
- void start_playing (bool songmode=false)

  Encapsulates a series of calls used in mainwnd.
- void pause_playing (bool songmode=false)

  Pause playback, so that progress bars stay where they are, and playback always resumes where it left off, even in ALSA mode.
- void stop_playing ()

  Encapsulates a series of calls used in mainwnd.
- void start_key (bool songmode=false)

  Invoke the start key functionality.
- void pause_key (bool songmode=false)

  Invoke the pause key functionality.
- void stop_key ()

  Invoke the stop key functionality.
- void learn_toggle ()

  Encapsulates some calls used in mainwnd.
- int decrement_beats_per_minute ()

  Encapsulates some calls used in mainwnd.
- int increment_beats_per_minute ()

Encapsulates some calls used in mainwnd.

- int decrement_screenset ()

  Encapsulates some calls used in mainwnd.

- int increment_screenset ()

  Encapsulates some calls used in mainwnd.

- bool highlight (const sequence &seq) const

  True if a sequence is empty and should be highlighted.

- bool is_smf_0 (const sequence &seq) const

  True if the sequence is an SMF 0 sequence.

- const sequence * get_sequence (int seq) const

  Retrieves the actual sequence, based on the pattern/sequence number.

- sequence * get_sequence (int seq)

  Retrieves the actual sequence, based on the pattern/sequence number.

- void sequence_key (int seq)

  Handle a sequence key to toggle the playing of an active pattern in the selected screen-set.

- std::string sequence_label (const sequence &seq)

  Provides a way to format the sequence parameters string for display in the mainwid or perfnames modules.

- void set_input_bus (int bus, bool input_active)

  Sets the input bus, and handles the special "key labels on sequence" and "sequence numbers on sequence" functionality.

- bool mainwnd_key_event (const keystroke &k)

  Provided for mainwnd :: on_key_press_event() and mainwnd :: on_key_release_event() to call.

- bool perfroll_key_event (const keystroke &k, int drop_sequence)

  Provided for perfroll :: on_key_press_event() and perfroll :: on_key_release_event() to call.

- bool playback_key_event (const keystroke &k, bool songmode=false)

  New function provided to unify the stop/start (space/escape) behavior of the various windows where playback can be started, paused, or stopped.

- void move_triggers (bool direction)

  If the left tick is less than the right tick, then, for each sequence that is active, its triggers are moved by the difference between the right and left in the specified direction.

- void copy_triggers ()

  If the left tick is less than the right tick, then, for each sequence that is active, its triggers are copied, offset by the difference between the right and left.

- void push_trigger_undo (int track=SEQ64_ALL_TRACKS)

  For every active sequence, call that sequence's push_trigger_undo() function.

- void pop_trigger_undo ()

  For every active sequence, call that sequence's pop_trigger_undo() function.

- void pop_trigger_redo ()
- bool is_dirty_main (int seq)

  Checks the pattern/sequence for main-dirtiness.

- bool is_dirty_edit (int seq)

  Checks the pattern/sequence for edit-dirtiness.

- bool is_dirty_perf (int seq)

  Checks the pattern/sequence for perf-dirtiness.

- bool is_dirty_names (int seq)

  Checks the pattern/sequence for names-dirtiness.

- bool is_exportable (int seq) const

  Indicates that the desired sequence is active, unmuted, and has a non-zero trigger count.

- void set_screenset (int ss)

  Sets the m_screenset value (the index or ID of the current screen set).

- int get_screenset () const

  'Getter' function for member m_screenset

- int get_playing_screenset () const

  'Getter' function for member m_playing_screen

Private Member Functions

- bool have_undo () const

  'Getter' function for member m_have_undo
- void set_have_undo (bool undo)

  'Setter' function for member m_have_undo Note that, if the undo parameter is true, then we mark the performance as modified.
- bool have_redo () const

  'Getter' function for member m_have_redo
- void set_have_redo (bool redo)

  'Setter' function for member m_have_redo
- void split_trigger (int seqnum, midipulse tick)

  Convenience function for perfroll's split-trigger functionality.
- midipulse get_max_trigger ()

  Locates the largest trigger value among the active sequences.
- void collapse ()

  Convenience function for perfedit's collapse functionality.
- void copy ()

  Convenience function for perfedit's copy functionality.
- void expand ()

  Convenience function for perfedit's expand functionality.
- midi_control & midi_control_toggle (int seq)

  Retrieves a reference to a value from m_midi_cc_toggle[].
- midi_control & midi_control_on (int seq)

  Retrieves a reference to a value from m_midi_cc_on[].
- midi_control & midi_control_off (int seq)

  Retrieves a reference to a value from m_midi_cc_off[].
- void handle_midi_control (int control, bool state)

  Handle the MIDI Control values that provide some automation for the application.
- const std::string & get_screen_set_notepad (int screen_set) const

  Retrieves the given string from m_screen_set_notepad[].
- const std::string & current_screen_set_notepad () const

  Returns the notepad text for the current screen-set.
- void set_screen_set_notepad (int screenset, const std::string &note)

  Copies the given string into m_screen_set_notepad[].
- void set_screen_set_notepad (const std::string &note)

  Sets the notepad text for the current screen-set.
- void set_playing_screenset ()

  Sets the screen set that is active, based on the value of m_screenset.
- bool any_group_unmutes () const

  'Getter' function for member m_mute_group[]
- void mute_group_tracks ()

  If m_mode_group is true, then this function operates.
- void select_and_mute_group (int g_group)

  Select a mute group and then mutes the track in the group.
- void set_song_mute (mute_op_t op)

  Provides for various settings of the song-mute status of all sequences in the song.
- void set_mode_group_mute ()

  'Setter' function for member m_mode_group
- void unset_mode_group_mute ()

  'Setter' function for member m_mode_group Unsets this member.

- void select_group_mute (int g_mute)

  If we're in group-learn mode, then this function gets the playing statuses of all of the sequences in the current play-screen, and copies them into the desired mute-group.
- void set_mode_group_learn ()

  Sets the group-mute mode, then the group-learn mode, then notifies all of the notification subscribers.
- void unset_mode_group_learn ()

  Notifies all of the notification subscribers that group-learn is being turned off.
- bool is_group_learning ()

  'Getter' function for member m_mode_group_learn
- void set_and_copy_mute_group (int group)

  When in group-learn mode, for active sequences, the mute-group settings are set based on the playing status of each sequence.
- void start (bool state)

  If JACK is not running, call inner_start() with the given state.
- void stop ()

  If JACK is not running, call inner_stop().
- void start_jack ()

  If JACK is supported, starts the JACK transport.
- void stop_jack ()

  If JACK is supported, stops the JACK transport.
- void position_jack (bool state, midipulse tick=0)

  If JACK is supported and running, sets the position of the transport.
- void off_sequences ()

  For all active patterns/sequences, set the playing state to false.
- void all_notes_off ()

  For all active patterns/sequences, turn off its playing notes.
- void set_active (int seq, bool active)

  Sets or unsets the active state of the given pattern/sequence number.
- void set_was_active (int seq)

  Sets was-active flags: main, edit, perf, and names.
- void reset_sequences (bool pause=false)

  For all active patterns/sequences, get its playing state, turn off the playing notes, set playing to false, zero the markers, and, if not in playback mode, restore the playing state.
- void play (midipulse tick)

  Plays all notes to the current tick.
- void set_orig_ticks (midipulse tick)

  For every pattern/sequence that is active, sets the "original tick" value for the pattern.
- void set_beats_per_minute (int bpm)

  Sets the value of the BPM into the master MIDI buss, after making sure it is squelched to be between 20 and 500.
- void set_looping (bool looping)

  'Setter' function for member m_looping
- int max_active_set () const

  Checks the whole universe of sequences to determine the current last-active set, that is, the highest set that has any active sequences in it.
- void launch_input_thread ()

  Creates the input thread using input_thread_func().
- void launch_output_thread ()

  Creates the output thread using output_thread_func().
- bool init_jack ()

  Initializes JACK support, if SEQ64_JACK_SUPPORT is defined.
- bool deinit_jack ()

Tears down the JACK infrastructure.

- bool seq_in_playing_screen (int seq)

  A helper function for determining if the mode group is in force, the playing screenset is the same as the current screenset, and the sequence is in the range of the playing screenset.
- void is_modified (bool flag)

  'Setter' function for member m_is_modified
- bool valid_midi_control_seq (int seq) const

  Checks the parameter against c_midi_controls.
- bool is_screenset_valid (int screenset) const

  Checks the screenset against m_max_sets.
- void set_running (bool running)

  'Setter' function for member m_running
- void is_pattern_playing (bool flag)

  'Setter' function for member m_is_pattern_playing
- void set_playback_mode (bool playbackmode)

  'Setter' function for member m_playback_mode
- int mute_group_offset (int track)

  A helper function to calculate the index into the mute-group array, based on the desired track.
- bool is_seq_valid (int seq) const

  Provides common code to check for the bounds of a sequence number.
- bool is_mseq_valid (int seq) const

  Validates the sequence number, which is important since they're currently used as array indices.
- bool install_sequence (sequence *seq, int seqnum)

  A private helper function for add_sequence() and new_sequence().
- void inner_start (bool state)

  Locks on m_condition_var.
- void inner_stop (bool midiclock=false)

  Unconditionally, and without locking, clears the running status, resets the sequences, and sets m_usemidiclock false.
- int clamp_track (int track) const

  Provides common code to keep the track value valid.
- void set_all_key_events ()

  Pass-along function for keys().set_all_key_events.
- void set_all_key_groups ()

  Pass-along function for keys().set_all_key_events.
- void set_key_event (unsigned int keycode, long sequence_slot)

  At construction time, this function sets up one keycode and one event slot.
- void set_key_group (unsigned int keycode, long group_slot)

  At construction time, this function sets up one keycode and one group slot.

Private Attributes

- bool m_song_start_mode

  If true, playback is done in Song mode, not Live mode.
- bool m_start_from_perfedit

  Indicates that, no matter what the current Song/Live setting, the playback was started from the perfedit window.
- bool m_reposition

  It seems that this member, if true, forces a repositioning to the left (L) tick marker.
- float m_excell_FF_RW

  Provides an "acceleration" factor for the fast-forward and rewind functionality.
- ff_rw_button_t m_FF_RW_button_type

Indicates whether the fast-forward or rewind key is in effect in the perfedit window.

- gui_assistant & m_gui_support

  Support for a wide range of GUI-related operations.

- bool m_mute_group [c_max_sequence]

  Mute group support.

- bool m_armed_saved

  Indicates if the m_saved_armed_statuses[] values are the saved state of the sequences, and can be restored.

- bool m_armed_statuses [c_max_sequence]

  Holds the "global" saved status of the playing tracks, for restoration after saving.

- bool m_tracks_mute_state [c_seqs_in_set]

  Holds the current mute states of each track.

- bool m_mode_group

  If true, indicates that a mode group is selected, and playing statuses will be "memorized".

- bool m_mode_group_learn

  If true, indicates that a group learn is selected, which also "memorizes" a mode group, and notifies subscribers of a group-learn change.

- int m_mute_group_selected

  Selects a group to mute.

- int m_playing_screen

  Playing screen support.

- int m_playscreen_offset

  Playing screen sequence number offset.

- sequence * m_seqs [c_max_sequence]

  Provides a "vector" of patterns/sequences.

- bool m_seqs_active [c_max_sequence]

  Each boolean value in this array is set to true if a sequence is active, meaning that it will be used to hold some kind of MIDI data, even if only Meta events.

- bool m_was_active_main [c_max_sequence]

  Each boolean value in this array is set to true if a sequence was active, meaning that it was found to be active at the time we were setting it to inactive.

- bool m_was_active_edit [c_max_sequence]

  Each boolean value in this array is set to true if a sequence was active, meaning that it was found to be active at the time we were setting it to inactive.

- bool m_was_active_perf [c_max_sequence]

  Each boolean value in this array is set to true if a sequence was active, meaning that it was found to be active at the time we were setting it to inactive.

- bool m_was_active_names [c_max_sequence]

  Each boolean value in this array is set to true if a sequence was active, meaning that it was found to be active at the time we were setting it to inactive.

- bool m_sequence_state [c_max_sequence]

  Saves the current playing state of each pattern.

- mastermidibus m_master_bus

  Provides our MIDI buss.

- int m_transpose

  Holds the global MIDI transposition value.

- pthread_t m_out_thread

  Provides information for managing pthreads.

- pthread_t m_in_thread

  Provides a "handle" to the input thread.

- bool m_out_thread_launched

  Indicates that the output thread has been started.

- bool m_in_thread_launched

Indicates that the input thread has been started.

- bool m_running

  Indicates that playback is running.
- bool m_is_pattern_playing

  Indicates that a pattern is playing.
- bool m_inputing

  Indicates that events are being written to the MIDI input busses in the input thread.
- bool m_outputing

  Indicates that events are being written to the MIDI output busses in the output thread.
- bool m_looping

  Indicates that status of the "loop" button in the performance editor.
- bool m_playback_mode

  Specifies the playback mode.
- int m_ppqn

  Holds the current PPQN for usage in various actions.
- int m_beats_per_bar

  Holds the beats/bar value as obtained from the MIDI file.
- int m_beat_width

  Holds the beat width value as obtained from the MIDI file.
- int m_clocks_per_metronome

  Augments the beats/bar and beat-width with the additional values included in a Time Signature meta event.
- int m_32nds_per_quarter

  Augments the beats/bar and beat-width with the additional values included in a Time Signature meta event.
- long m_us_per_quarter_note

  Augments the beats/bar and beat-width with the additional values included in a Tempo meta event.
- midipulse m_one_measure

  Holds the "one measure's worth" of pulses (ticks), which is normally m_ppqn $*$ 4.
- midipulse m_left_tick

  Holds the position of the left (L) marker, and it is first defined as 0.
- midipulse m_right_tick

  Holds the position of the right (R) marker, and it is first defined as the end of the fourth measure.
- midipulse m_starting_tick

  Holds the starting tick for playing.
- midipulse m_tick

  MIDI Clock support.
- midipulse m_jack_tick

  Let's try to save the last JACK pad structure tick for re-use with resume after pausing.
- bool m_usemidiclock

  More MIDI clock support.
- bool m_midiclockrunning

  More MIDI clock support.
- int m_midiclocktick

  More MIDI clock support.
- int m_midiclockpos

  More MIDI clock support.
- bool m_dont_reset_ticks

  Support for pause, which does not reset the "last tick" when playback stops/starts.
- std::string m_screen_set_notepad [c_max_sets]

  Used in the mainwnd class to set the notepad text for the given set.
- midi_control m_midi_cc_toggle [c_midi_controls]

  Provides the settings of MIDI Toggle, as read from the "rc" file.

- midi_control m_midi_cc_on [c_midi_controls]

  Provides the settings of MIDI On, as read from the "rc" file.
- midi_control m_midi_cc_off [c_midi_controls]

  Provides the settings of MIDI Off, as read from the "rc" file.
- int m_offset

  Holds the current offset into the screen-sets.
- int m_control_status

  Holds the OR'ed control status values.
- int m_screenset

  Indicates the number of the currently-selected screen-set.
- int m_seqs_in_set

  We will eventually replace c_seqs_in_set with this member, which defaults to the value of c_seqs_in_set.
- int m_max_sets

  A replacement for the c_max_sets constant.
- int m_sequence_count

  Keeps track of created sequences, whether or not they are active.
- int m_sequence_max

  A replacement for the c_max_sequence constant.
- int m_edit_sequence

  Hold the number of the currently-in-edit sequence.
- bool m_is_modified

  It may be a good idea to eventually centralize all of the dirtiness of a performance here.
- condition_var m_condition_var

  A condition variable to protect playback.
- jack_assistant m_jack_asst

  A wrapper object for the JACK support of this application.
- bool m_have_undo
- std::vector< int > m_undo_vect

  Holds ??? for undo operations.
- bool m_have_redo
- std::vector< int > m_redo_vect

  Holds ??? for undo operations.
- std::vector< performcallback * > m_notify

Static Private Attributes

- static midi_control sm_mc_dummy

  Provides a dummy, inactive midi_control object to handle out-of-range midi_control indicies.

Friends

- class jack_assistant
- class keybindentry
- class mainwnd
- class midifile
- class optionsfile
- class options
- class perfedit
- class perfroll
- void * input_thread_func (void *myperf)

Set up the performance, and set the process to realtime privileges.

- void * output_thread_func (void *myperf)

  Global functions defined in perform.cpp.

- int jack_sync_callback (jack_transport_state_t state, jack_position_t *pos, void *arg)

  Global functions for JACK support and JACK sessions.

- int jack_process_callback (jack_nframes_t nframes, void *arg)
- void jack_shutdown (void *arg)
- void jack_timebase_callback (jack_transport_state_t state, jack_nframes_t nframes, jack_position_t *pos, int new_pos, void *arg)

  The JACK timebase function defined here sets the JACK position structure.

- long get_current_jack_position (void *arg)

13.51.1 Detailed Description

It has way too many data members, one of them public. Might be ripe for refactoring. That has its own dangers, of course.

13.51.2 Member Enumeration Documentation

13.51.2.1 mute_op_t

```
enum seq64::perform::mute_op_t
```

Enumerator

MUTE_TOGGLE	
MUTE_OFF	
MUTE_ON	

13.51.2.2 ff_rw_button_t

```
enum seq64::perform::ff_rw_button_t
```

Enumerator

FF_RW_REWIND	
FF_RW_NONE	
FF_RW_FORWARD	

13.51.3 Constructor & Destructor Documentation

13.51.3.1 perform()

```
seq64::perform::perform (
            gui_assistant & mygui,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

Also note that we have a little issue with the fact that various sequences (patterns) can potentially have different beats/measure and beat-width values.

Currently, when reading the MIDI file, the beats/minute value is obtained from the MIDI file, if present, and this value is passed to perform::set_beats_per_minute(), which forwards it to the master MIDI buss and JACK assistant objects. This Tempo setting comes from both the Tempo meta event in track 0, and from the Seq24's c_bpm SeqSpec section! This setting is now also made for the two Time Signature values.

Parameters

mygui	Provides access to the GUI assistant that holds many things, including the containers of keys and the "events" they provide. This is a base-class reference; for a real class, see the gui_assistant_gtk2 class in the seq_gtkmm2 GUI-specific library. Note that we access the m_gui_support member using the gui() accessor function.
ppqn	The default, choosable, or actual PPQN value.

13.51.3.2 ~perform()

```
seq64::perform::~perform ( )
```

Finally, any active or inactive (but allocated) patterns/sequences are deleted, and their pointers nullified.

13.51.4 Member Function Documentation

13.51.4.1 is_modified() [1/2]

```
bool seq64::perform::is_modified ( ) const  [inline]
```

13.51.4.2 modify()

```
void seq64::perform::modify ( )  [inline]
```

The setter that will, is_modified(), is private. No one but perform and its friends should falsify this flag.

13.51.4.3 ppqn()

```
int seq64::perform::ppqn ( ) const  [inline]
```

13.51.4.4 sequence_count()

```
int seq64::perform::sequence_count ( ) const  [inline]
```

In many cases at startup, or when loading a file, there are no sequences yet, and still the code calls functions that try to access them.

13.51.4.5 sequence_max()

```
int seq64::perform::sequence_max ( ) const  [inline]
```

13.51.4.6 is_control_status()

```
bool seq64::perform::is_control_status ( ) const  [inline]
```

Returns

Returns true if the m_control_status value is non-zero, which means that there is a queue, replace, or snapshot functionality in progress.

13.51.4.7 set_edit_sequence()

```
void seq64::perform::set_edit_sequence (
            int seqnum )  [inline]
```

Parameters

seqnum	Pass in -1 to disable the edit-sequence number unconditionally. Use unset_edit_sequence() to disable it if it matches the current edit-sequence number.

13.51.4.8 unset_edit_sequence()

```
void seq64::perform::unset_edit_sequence (
            int seqnum )  [inline]
```

Disables the edit-sequence number if it matches the parameter.

Parameters

seqnum	The sequence number of the sequence to unset.

13.51.4.9 is_edit_sequence()

```
bool seq64::perform::is_edit_sequence (
            int seqnum ) const  [inline]
```

Parameters

seqnum	Tests the parameter against m_edit_sequence. Returns true if that member is not -1, and the parameter matches it.

13.51.4.10 get_beats_per_bar()

```
int seq64::perform::get_beats_per_bar ( ) const  [inline]
```

13.51.4.11 set_beats_per_bar()

```
void seq64::perform::set_beats_per_bar (
            int bpm )  [inline]
```

Parameters

bpm	Provides the value for beats/measure. Also used to set the beats/measure in the JACK assistant object.

13.51.4.12 get_beat_width()

```
int seq64::perform::get_beat_width ( ) const  [inline]
```

13.51.4.13 set_beat_width()

```
void seq64::perform::set_beat_width (
            int bw )  [inline]
```

Parameters

bw	Provides the value for beat-width. Also used to set the beat-width in the JACK assistant object.

13.51.4.14 clocks_per_metronome() [1/2]

```
void seq64::perform::clocks_per_metronome (
            int cpm )  [inline]
```

13.51.4.15 clocks_per_metronome() [2/2]

```
int seq64::perform::clocks_per_metronome ( ) const  [inline]
```

13.51.4.16 set_32nds_per_quarter()

```
void seq64::perform::set_32nds_per_quarter (
            int tpq )  [inline]
```

13.51.4.17 get_32nds_per_quarter()

```
int seq64::perform::get_32nds_per_quarter ( ) const  [inline]
```

13.51.4.18 us_per_quarter_note() [1/2]

```
void seq64::perform::us_per_quarter_note (
            long upqn )  [inline]
```

13.51.4.19 us_per_quarter_note() [2/2]

```
long seq64::perform::us_per_quarter_note ( ) const  [inline]
```

13.51.4.20 gui() [1/2]

```
const gui_assistant& seq64::perform::gui ( ) const  [inline]
```

13.51.4.21 gui() [2/2]

```
gui_assistant& seq64::perform::gui ( )  [inline]
```

13.51.4.22 keys() [1/2]

```
const keys_perform& seq64::perform::keys ( ) const  [inline]
```

13.51.4.23 keys() [2/2]

```
keys_perform& seq64::perform::keys ( )  [inline]
```

13.51.4.24 master_bus()

```
mastermidibus& seq64::perform::master_bus ( )  [inline]
```

13.51.4.25 filter_by_channel()

```
void seq64::perform::filter_by_channel (
            bool flag )  [inline]
```

13.51.4.26 is_running()

```
bool seq64::perform::is_running ( ) const  [inline]
```

13.51.4.27 is_pattern_playing() [1/2]

```
bool seq64::perform::is_pattern_playing ( ) const  [inline]
```

13.51.4.28 toggle_song_start_mode()

```
bool seq64::perform::toggle_song_start_mode ( )  [inline]
```

13.51.4.29 song_start_mode() [1/2]

```
void seq64::perform::song_start_mode (
            bool flag )  [inline]
```

13.51.4.30 song_start_mode() [2/2]

```
bool seq64::perform::song_start_mode ( ) const  [inline]
```

13.51.4.31 is_jack_running()

```
bool seq64::perform::is_jack_running ( ) const  [inline]
```

13.51.4.32 is_jack_master()

```
bool seq64::perform::is_jack_master ( ) const  [inline]
```

13.51.4.33 enregister()

```
void seq64::perform::enregister (
            performcallback * pfcb )  [inline]
```

Parameters

pfcb	Provides the pointer to the performance callback.

13.51.4.34 toggle_jack_mode()

```
void seq64::perform::toggle_jack_mode ( )  [inline]
```

13.51.4.35 set_jack_mode()

```
bool seq64::perform::set_jack_mode (
            bool jack_button_active )
```

Note that we moved some of the code from perfedit::set_jack_mode() [the seq32 version] to this function.

Parameters

jack_button_active	Indicates if the perfedit JACK button shows it is active.

Returns

Returns true if JACK is running currently, and false otherwise.

13.51.4.36 get_toggle_jack()

```
bool seq64::perform::get_toggle_jack ( ) const  [inline]
```

13.51.4.37 set_jack_stop_tick()

```
void seq64::perform::set_jack_stop_tick (
            midipulse tick )  [inline]
```

13.51.4.38 combine_bytes()

```
unsigned short seq64::perform::combine_bytes (
            midibyte b0,
            midibyte b1 )
```

http://www.blitter.com/~russtopia/MIDI/~jglatt/tech/midispec/wheel.htm

Two data bytes follow the status. The two bytes should be combined together to form a 14-bit value. The first data byte's bits 0 to 6 are bits 0 to 6 of the 14-bit value. The second data byte's bits 0 to 6 are really bits 7 to 13 of the 14-bit value. In other words, assuming that a C program has the first byte in the variable First and the second data byte in the variable Second, here's how to combine them into a 14-bit value (actually 16-bit since most computer CPUs deal with 16-bit, not 14-bit, integers).

Parameters

b0	The first byte to be combined.
b1	The second byte to be combined.

Returns

Returns the bytes basically OR'd together.

13.51.4.39 FF_rewind()

```
void seq64::perform::FF_rewind ( )
```

It changes m_tick by a quarter of the number of ticks in a standard measure, with m_excell_FF_RW (defaults to one) to factor the difference.

13.51.4.40 FF_RW_timeout()

```
bool seq64::perform::FF_RW_timeout ( )
```

This function is used in the free function version of FF_RW_timeout() as a callback to the gtk_timeout() function. It multiplies m_excell_FF_RW by 1.1 as long as one of the fast-forward or rewind keys is held, and is less than 60.

Returns

Returns true if one of the fast-forward or rewind keys was held, leaving m_excell_FF_RW at the last value it had. Otherwise, it resets the value to 1, and returns false.

13.51.4.41 start_from_perfedit() [1/2]

```
void seq64::perform::start_from_perfedit (
            bool flag )  [inline]
```

13.51.4.42 start_from_perfedit() [2/2]

```
bool seq64::perform::start_from_perfedit ( ) const  [inline]
```

13.51.4.43 set_follow_transport()

```
void seq64::perform::set_follow_transport (
            bool flag )  [inline]
```

13.51.4.44 get_follow_transport()

```
bool seq64::perform::get_follow_transport ( ) const  [inline]
```

13.51.4.45 toggle_follow_transport()

```
void seq64::perform::toggle_follow_transport ( )  [inline]
```

13.51.4.46 set_reposition()

```
void seq64::perform::set_reposition (
            bool postype = true )  [inline]
```

13.51.4.47 ff_rw_type() [1/2]

```
ff_rw_button_t seq64::perform::ff_rw_type ( )  [inline]
```

13.51.4.48 ff_rw_type() [2/2]

```
void seq64::perform::ff_rw_type (
            ff_rw_button_t button_type )  [inline]
```

13.51.4.49 rewind()

```
void seq64::perform::rewind (
            bool press )  [inline]
```

Parameters

press	If true, the status is set to FF_RW_REWIND, otherwise it is set to FF_RW_NONE.

13.51.4.50 fast_forward()

```
void seq64::perform::fast_forward (
            bool press )  [inline]
```

Parameters

press	If true, the status is set to FF_RW_FORWARD, otherwise it is set to FF_RW_NONE.

13.51.4.51 reposition()

```
void seq64::perform::reposition (
            midipulse tick )
```

Used only in perfroll :: on_key_press_event() to implement the Seq32 pointer-position feature.

Parameters

tick	Provides the position value to be set.

13.51.4.52 clear_all()

```
bool seq64::perform::clear_all ( )
```

The mainwnd module calls this function. Note that perform now handles the "is modified" flag on behalf of all external objects, to centralize and simplify the dirtying of a MIDI tune.

Anything else to clear? What about all the other sequence flags? We can beef up delete_sequence() for them, at some point.

Added stazed code from 1.0.5 to abort clearing if any of the sequences are in editing.

Returns

Returns true if the clear-all operation could be performed. If false, then at least one active sequence was in editing mode.

13.51.4.53 launch()

```
void seq64::perform::launch (
            int ppqn )
```

This function is called in main(). We collected all the calls here as a simplification, and renamed it because it is more than just initialization. This function must be called after the perform constructor and after the configuration file and command-line configuration overrides.

Parameters

ppqn	Provides the PPQN value, which is either the default value (192) or is read from the "user" configuration file.

13.51.4.54 new_sequence()

```
void seq64::perform::new_sequence (
            int seq )
```

Then it activates the pattern [this is done in the install_sequence() function]. It doesn't deal with thrown exceptions.

This function is called by the seqmenu and mainwid objects to create a new sequence. We now pass this sequence to install_sequence() to better handle potential memory leakage, and to make sure the sequence gets counted. Also, adding a new sequence from the user-interface is a significant modification, so the "is modified" flag gets set.

Change Note ca 2016-05-15 If enabled, wire in the MIDI buss override.

Parameters

seq	The prospective sequence number of the new sequence.

13.51.4.55 add_sequence()

```
void seq64::perform::add_sequence (
            sequence * seq,
            int prefnum )
```

No check is made for a null pointer, but the install_sequence() call will make sure such a pointer is officially logged.

This function checks for the preferred sequence number. This is the number that was specified by the Sequence Number meta-event for the current track. If the preferred sequence number is in the valid range (0 to m_sequence↩ _max) and it is not active, add it and activate it. Otherwise, iterate through all patterns from prefnum to m_↩ sequence_max and add and activate the first one that is not active, and then finish.

Finally, note that this function is used only by midifile, when reading in a MIDI song. Therefore, the "is modified" flag is *not* set by this function; loading a sequence from a file is not a modification that should lead to a prompt for saving the file later.

Todo Shouldn't we wrap around the sequence list if we can't find an empty sequence slot after prefnum?

Todo This function needs some deeper analysis against the original, in my opinion.

Warning

The logic of the if-statement in this function was such that *prefnum* could be out-of-bounds in the else-clause. We reworked the logic to be airtight. This bug was caught by gcc 4.8.3 on CentOS, but not on gcc 4.9.3 on Debian Sid!

Parameters

seq	The pointer to the pattern/sequence to add.
prefnum	The preferred sequence number of the pattern, as explained above. If this value is out-of-range, then it is basically ignored.

13.51.4.56 delete_sequence()

```
void seq64::perform::delete_sequence (
            int seq )
```

We now also solidify the deletion by setting the pointer to null after deletion, so it will blow up if accidentally accessed. The final act is to raise the "is modified" flag, since deleting an existing sequence is always a significant modification.

Now, this function obviously sets the "active" flag for the sequence to false. But there are a few other flags that are not modified; shouldn't we also falsify them here?

Parameters

seq	The sequence number of the sequence to be deleted. It is validated.

13.51.4.57 is_sequence_in_edit()

```
bool seq64::perform::is_sequence_in_edit (
            int seq )
```

Parameters

seq	Provides the sequence number to be checked.

Returns

Returns truen if the sequence's get_editing() call returns true. Otherwise, false is returned, which can also indicate an illegal sequence number.

13.51.4.58 clear_sequence_triggers()

```
void seq64::perform::clear_sequence_triggers (
            int seq )
```

Parameters

seq	Provides the desired sequence. The is_active() function validates this value.

13.51.4.59 print_triggers()

```
void seq64::perform::print_triggers ( ) const
```

13.51.4.60 finish()

```
void seq64::perform::finish ( )  [inline]
```

A minor simplification for the main() routine, hides the JACK support macro.

13.51.4.61 get_tick()

```
midipulse seq64::perform::get_tick ( ) const  [inline]
```

13.51.4.62 get_jack_tick()

```
midipulse seq64::perform::get_jack_tick ( ) const  [inline]
```

13.51.4.63 set_jack_tick()

```
void seq64::perform::set_jack_tick (
            midipulse tick )  [inline]
```

Parameters

tick	Provides the current JACK tick (pulse) value to set.

13.51.4.64 set_left_tick()

```
void seq64::perform::set_left_tick (
            midipulse tick,
            bool setstart = true )
```

We let the caller determine if this setting is a modification. If the left tick is later than the right tick, the right tick is move to one measure past the left tick.

Todo The perform::m_one_measure member is currently hardwired to PPQN $*$ 4.

Parameters

tick	The tick (MIDI pulse) at which to place the left tick. If the left tick is greater than or equal to the right tick, then the right ticked is moved forward by one "measure's length" (m_ppqn $*$ 4) past the left tick.
setstart	If true (the default, and long-standing implicit setting), then the starting tick is also set to the left tick.

13.51.4.65 get_left_tick()

```
midipulse seq64::perform::get_left_tick ( ) const  [inline]
```

13.51.4.66 set_start_tick()

```
void seq64::perform::set_start_tick (
            midipulse tick )  [inline]
```

Parameters

tick	Provides the starting JACK tick (pulse) value to set.

13.51.4.67 get_start_tick()

```
midipulse seq64::perform::get_start_tick ( ) const  [inline]
```

13.51.4.68 set_right_tick()

```
void seq64::perform::set_right_tick (
            midipulse tick,
            bool setstart = true )
```

This setting is made only if the tick parameter is at or beyond the first measure. We let the caller determine is this setting is a modification.

Parameters

tick	The tick (MIDI pulse) at which to place the right tick. If less than or equal to the left tick setting, then the left tick is backed up by one "measure's worth" (m_ppqn $*$ 4) worth of ticks from the new right tick.
setstart	If true (the default, and long-standing implicit setting), then the starting tick is also set to the left tick, if that got changed.

13.51.4.69 get_right_tick()

```
midipulse seq64::perform::get_right_tick ( ) const  [inline]
```

13.51.4.70 left_right_size()

```
double seq64::perform::left_right_size ( ) const  [inline]
```

Returns

Returns the difference between the right and left tick, cast to double.

13.51.4.71 is_active()

```
bool seq64::perform::is_active (
            int seq ) const  [inline]
```

Parameters

seq	The pattern number. It is checked for invalidity. This can lead to "too many" (i.e. redundant) checks, but we're trying to centralize such checks in this function.

Returns

Returns the value of the active-flag, or false if the sequence was invalid or null.

13.51.4.72 apply_song_transpose()

```
void seq64::perform::apply_song_transpose ( )
```

13.51.4.73 set_transpose()

```
void seq64::perform::set_transpose (
            int t )  [inline]
```

13.51.4.74 get_transpose()

```
int seq64::perform::get_transpose ( ) const  [inline]
```

13.51.4.75 get_beats_per_minute()

```
int seq64::perform::get_beats_per_minute ( )  [inline]
```

Returns

Returns the value of beats/minute from the master buss.

13.51.4.76 set_sequence_control_status()

```
void seq64::perform::set_sequence_control_status (
            int status )
```

Then the given status is OR'd into the m_control_status.

Parameters

status	The status to be used.

13.51.4.77 unset_sequence_control_status()

```
void seq64::perform::unset_sequence_control_status (
            int status )
```

Then the given status is reversed in m_control_status.

Parameters

status	The status to be used.

13.51.4.78 sequence_playing_toggle()

```
void seq64::perform::sequence_playing_toggle (
            int seq )
```

If the m_control_status is c_status_queue, then the sequence's toggle_queued() function is called. Otherwise, if it is c_status_replace, then the status is unset, and all sequences (?) are turned off. Then the sequence's toggle-playing() function is called.

Parameters

seq	The sequence number of the sequence to be potentially toggled.

13.51.4.79 sequence_playing_change()

```
void seq64::perform::sequence_playing_change (
            int seq,
            bool on )
```

Used for the implementation of sequence_playing_on() and sequence_playing_off().

Parameters

seq	The number of the sequence to be turned off.
on	True if the sequence is to be turned on, false if it is to be turned off.

13.51.4.80 sequence_playing_on()

```
void seq64::perform::sequence_playing_on (
            int seq )  [inline]
```

Parameters

seq	The sequence number of the sequence to turn on.

13.51.4.81 sequence_playing_off()

```
void seq64::perform::sequence_playing_off (
            int seq )  [inline]
```

Parameters

seq	The sequence number of the sequence to turn off.

13.51.4.82 mute_all_tracks()

```
void seq64::perform::mute_all_tracks (
            bool flag = true )
```

Covers tracks from 0 to m_sequence_max.

We have to also set the sequence's playing status, in opposition to the mute status, in order to see the sequence status change on the user-interface. HMMMMMM.

Parameters

flag	If true (the default), the song-mute of the sequence is turned on. Otherwise, it is turned off.

13.51.4.83 toggle_all_tracks()

```
void seq64::perform::toggle_all_tracks ( )
```

Covers tracks from 0 to m_sequence_max.

13.51.4.84 armed_saved()

```
bool seq64::perform::armed_saved ( ) const  [inline]
```

13.51.4.85 toggle_playing_tracks()

```
void seq64::perform::toggle_playing_tracks ( )
```

13.51.4.86 mute_screenset()

```
void seq64::perform::mute_screenset (
            int ss,
            bool flag = true )
```

Parameters

ss	The screen-set to be operated upon.
flag	If true (the default), the song-mute of the sequence is turned on. Otherwise, it is turned off.

13.51.4.87 output_func()

```
void seq64::perform::output_func ( )
```

This function is called by the free function output_thread_func(). Here's how it works:

```
-   It runs while m_outputing is true.
-   MORE TO COME.  Yeah, a lot more to come.  It is a complex
    function.
```

Change Note ca 2016-01-26 Hurray, seq24 is coming back to life! We see that there is a fix for clock tick drift here, which relies on using long and long long values. See the Changelog for seq24 0.9.3.

1. Get delta time (current - last).
2. Get delta ticks from time.
3. Add to current_ticks.
4. Compute prebuffer ticks.
5. Play from current tick to prebuffer.

Figure out how much time we need to sleep, and do it.

Now we want to trigger every c_thread_trigger_width_us, and it took us delta_us to play(). Also known as the "sleeping_us".

Check MIDI clock adjustment. Note that we replaced "60000000.0f / m_ppqn / bpm" with a call to a function. We also removed the "f" specification from the constants.

13.51.4.88 input_func()

```
void seq64::perform::input_func ( )
```

Stazed:

```
http://www.blitter.com/~russtopia/MIDI/~jglatt/tech/midispec/ssp.htm

Example: If a Song Position value of 8 is received, then a sequencer
(or drum box) should cue playback to the third quarter note of the
song.  (8 MIDI beats * 6 MIDI clocks per MIDI beat = 48 MIDI Clocks.
Since there are 24 MIDI Clocks in a quarter note, the first quarter
occurs on a time of 0 MIDI Clocks, the second quarter note occurs upon
the 24th MIDI Clock, and the third quarter note occurs on the 48th
MIDI Clock).

8 MIDI beats * 6 MIDI clocks per MIDI beat = 48 MIDI Clocks.
```

13.51.4.89 set_group_mute_state()

```
void seq64::perform::set_group_mute_state (
            int gtrack,
            bool muted )  [inline]
```

The index value is the track number offset by the number of the selected mute group (which is equivalent to a set number) times the number of sequences in a set. This function is used in midifile and optionsfile when parsing the file to get the initial mute-groups.

Parameters

gtrack	The number of the track to be muted/unmuted.
muted	This boolean indicates the state to which the track should be set.

13.51.4.90 get_group_mute_state()

```
bool seq64::perform::get_group_mute_state (
            int gtrack )  [inline]
```

Uses the mute_group_offset() function. This function is used in midifile and optionsfile when writing the file to get the initial mute-groups.

Parameters

gtrack	The number of the track for which the state is to be obtained. Like set_group_mute_state(), this value is offset by adding m_mute_group_selected * m_seqs_in_set.

Returns

Returns the desired m_mute_group[] value.

13.51.4.91 set_offset()

```
void seq64::perform::set_offset (
            int offset )  [inline]
```

Sets `m_offset = offset * c_mainwnd_rows * c_mainwnd_cols`.

Parameters

offset	The desired offset.

13.51.4.92 get_offset()

```
int seq64::perform::get_offset ( ) const  [inline]
```

13.51.4.93 save_playing_state()

```
void seq64::perform::save_playing_state ( )
```

Inactive patterns get the value set to false. Used in unsetting the snapshot status (c_status_snapshot).

13.51.4.94 restore_playing_state()

```
void seq64::perform::restore_playing_state ( )
```

Used in unsetting the snapshot status (c_status_snapshot).

13.51.4.95 key_name()

```
std::string seq64::perform::key_name (
            unsigned int k ) const  [inline]
```

Parameters

k	The key number for which to return the string name of the key.

13.51.4.96 get_key_events()

```
keys_perform::SlotMap& seq64::perform::get_key_events ( )  [inline]
```

13.51.4.97 get_key_groups()

```
keys_perform::SlotMap& seq64::perform::get_key_groups ( )  [inline]
```

13.51.4.98 get_key_events_rev()

```
keys_perform::RevSlotMap& seq64::perform::get_key_events_rev ( )  [inline]
```

13.51.4.99 get_key_groups_rev()

```
keys_perform::RevSlotMap& seq64::perform::get_key_groups_rev ( )  [inline]
```

13.51.4.100 show_ui_sequence_key() [1/2]

```
bool seq64::perform::show_ui_sequence_key ( ) const  [inline]
```

Used in mainwid, options, optionsfile, userfile, and perform.

13.51.4.101 show_ui_sequence_key() [2/2]

```
void seq64::perform::show_ui_sequence_key (
            bool flag )  [inline]
```

Parameters

flag	Provides the flag to set into keys().show_ui_sequence_key().

13.51.4.102 show_ui_sequence_number() [1/2]

```
bool seq64::perform::show_ui_sequence_number ( ) const  [inline]
```

Used in mainwid, optionsfile, and perform.

13.51.4.103 show_ui_sequence_number() [2/2]

```
void seq64::perform::show_ui_sequence_number (
            bool flag )  [inline]
```

Parameters

flag	Provides the value to set into keys().show_ui_sequence_number().

13.51.4.104 lookup_keyevent_key()

```
unsigned int seq64::perform::lookup_keyevent_key (
            int seqnum )
```

If we're not in legacy mode, then we adjust for the screenset, so that screensets greater than 0 can also show the correct key name, instead of a question mark.

Legacy seq24 already responds to the toggling of the mute state via the shortcut keys even if screenset $>$ 0, but it shows the question mark.

Parameters

seqnum	The number of the sequence for which to return the event key.

Returns

Returns the desired key. If there is no such value, then the period ('?') character is returned.

13.51.4.105 lookup_keyevent_seq()

```
long seq64::perform::lookup_keyevent_seq (
            unsigned int keycode )  [inline]
```

The inverse of lookup_keyevent_key().

Parameters

keycode	The number of the event key for which to return the configured sequence number.

Returns

Returns the desired sequence. If there is no such value, then a sequence number of 0 is returned.

13.51.4.106 lookup_keygroup_key()

```
unsigned int seq64::perform::lookup_keygroup_key (
            long groupnum )  [inline]
```

Parameters

groupnum	The number of the sequence for which to return the group key.

Returns

Returns the desired key. If there is no such value, then the period ('.') character is returned.

13.51.4.107 lookup_keygroup_group()

```
long seq64::perform::lookup_keygroup_group (
            unsigned int keycode )  [inline]
```

The inverse of lookup_keygroup_key().

Parameters

keycode	The number of the group key for which to return the configured sequence number.

Returns

Returns the desired group number. If there is no such value, then a group number of 0 is returned.

13.51.4.108 start_playing()

```
void seq64::perform::start_playing (
            bool songmode = false )
```

We've reversed the start() and start_jack() calls so that JACK is started first, to match all of the other use-cases for playing that we've found in the code. Note that the complementary function, stop_playing(), is an inline function defined in the header file.

The perform::start() function passes its boolean flag to perform::inner_start(), which sets the playback mode to that flag; if that flag is false, that turns off "song" mode. So that explains why mute/unmute is disabled.

Playback use cases:

```
These use cases are meant to apply to either a Seq32 or a regular build
of Sequencer64, eventually.  Currently, the regular build does not have
a concept of a "global" perform song-mode flag.

-#  mainwnd.
    -#  Play.  If the perform song-mode is "Song", then use that mode.
        Otherwise, use "Live" mode.
    -#  Stop.  This action is modeless here.  In ALSA, it will cause
        a rewind (but currently seqroll doesn't rewind until Play is
        clicked, a minor bug).
    -#  Pause.  Same processing as Play or Stop, depending on current
        status.  When stopping, the progress bars in seqroll and
        perfroll remain at their current point.
-#  perfedit.
    -#  Play.  Override the current perform song-mode to use "Song".
    -#  Stop.  Revert the perfedit setting, in case play is restarted
        or resumed via mainwnd.
    -#  Pause.  Same processing as Play or Stop, depending on current
        status.
 -# ALSA versus JACK.  One issue here is that, if JACK isn't "running"
    at all (i.e. we are in ALSA mode), then we cannot be JACK Master.
```

Parameters

songmode	Indicates if the caller wants to start the playback in Song mode (sometimes erroneously referred to as "JACK mode"). In the seq32 code at GitHub, this flag was identical to the "global_jack_start_mode" flag, which is true for Song mode, and false for Live mode. False disables Song mode, and is the default, which matches seq24. Generally, we pass true in this parameter if we're starting playback from the perfedit window. It alters the m_start_from_perfedit member, not the m_song_start_mode member (which replaces the global flag now).

13.51.4.109 pause_playing()

```
void seq64::perform::pause_playing (
            bool songmode = false )
```

Currently almost the same as stop_playing(), but expanded as noted in the comments so that we ultimately have more granular control over what happens. We're researching the whole sequence of stopping and starting, and it can be tricky to make correct changes.

We still need to make restarting pick up at the same place in ALSA mode; in JACK mode, JACK transport takes care of that feature.

Parameters

songmode	Indicates that, if resuming play, it should play in Song mode (true) or Live mode (false). See the comments for the start_playing() function.

13.51.4.110 stop_playing()

```
void seq64::perform::stop_playing ( )
```

Stops playback, turns off the (new) m_dont_reset_ticks flag, and set the "is-pattern-playing" flag to false. With stop, reset the start-tick to either the left-tick or the 0th tick (to be determined, currently resets to 0).

13.51.4.111 start_key()

```
void seq64::perform::start_key (
            bool songmode = false )
```

Meant to be used by GUIs to unify the treatment of keys versus buttons.

Parameters

songmode	The live/play mode parameter to be passed along to the key processor. Defaults to false (live mode).

13.51.4.112 pause_key()

```
void seq64::perform::pause_key (
            bool songmode = false )
```

Meant to be used by GUIs to unify the treatment of keys versus buttons.

Parameters

songmode	The live/play mode parameter to be passed along to the key processor, when starting playback. Defaults to false (live mode).

13.51.4.113 stop_key()

```
void seq64::perform::stop_key ( )
```

Meant to be used by GUIs to unify the treatment of keys versus buttons.

13.51.4.114 learn_toggle()

```
void seq64::perform::learn_toggle ( )  [inline]
```

13.51.4.115 decrement_beats_per_minute()

```
int seq64::perform::decrement_beats_per_minute ( )  [inline]
```

Actually does a lot of work in those function calls.

13.51.4.116 increment_beats_per_minute()

```
int seq64::perform::increment_beats_per_minute ( )  [inline]
```

Actually does a lot of work in those function calls.

13.51.4.117 decrement_screenset()

```
int seq64::perform::decrement_screenset ( )  [inline]
```

13.51.4.118 increment_screenset()

```
int seq64::perform::increment_screenset ( )  [inline]
```

13.51.4.119 highlight()

```
bool seq64::perform::highlight (
            const sequence & seq ) const  [inline]
```

This setting is currently a build-time option, but could be made a run-time option later.

Parameters

seq	Provides a reference to the desired sequence.

13.51.4.120 is_smf_0()

```
bool seq64::perform::is_smf_0 (
            const sequence & seq ) const  [inline]
```

Parameters

seq	Provides a reference to the desired sequence.

13.51.4.121 get_sequence() [1/2]

```
const sequence* seq64::perform::get_sequence (
            int seq ) const  [inline]
```

This is the const version.

Parameters

seq	The prospective sequence number.

Returns

Returns the value of m_seqs[seq] if seq is valid. Otherwise, a null pointer is returned.

13.51.4.122 get_sequence() [2/2]

```
sequence* seq64::perform::get_sequence (
            int seq )  [inline]
```

Parameters

seq	The prospective sequence number.

Returns

Returns the value of m_seqs[seq] if seq is valid. Otherwise, a null pointer is returned.

13.51.4.123 sequence_key()

```
void seq64::perform::sequence_key (
            int seq )
```

This function is use in mainwnd when toggling the mute/unmute setting using keyboard keys.

Parameters

seq	The sequence's control-key number, which is relative to the current screen-set.

13.51.4.124 sequence_label()

```
std::string seq64::perform::sequence_label (
            const sequence & seq )
```

This string goes on the bottom-left of those user-interface elements.

The format of this string is something like the following example, depending on the "show sequence numbers" option. The values shown are, in this order, sequence number (if allowed), buss number, channel number, beats per bar, and beat width.

```
        No sequence number:     31-16 4/4
        Sequence number:        9  31-16 4/4


The sequence number and buss number are re 0, while the channel number is
displayed re 1, unless it is an SMF 0 null channel (0xFF), in which case
it is 0.
```

Note

Later, we could add the sequence hot-key to this string, though showing that is not much use in perfnames. Also, this function is a stilted mix of direct access and access through sequence number.

Parameters

seq	Provides the reference to the sequence, use for getting the sequence parameters to be written to the label string.

Returns

Returns the filled in label if the sequence is active. Otherwise, an empty string is returned.

13.51.4.125 set_input_bus()

```
void seq64::perform::set_input_bus (
            int bus,
            bool active )
```

This function is called by options::input_callback().

Tricky Code See the bus parameter. We should provide two separate functions for this feature, but it is already combined into one input-callback function with a lot of other functionality in the options module.

Parameters

bus	If this value is greater than SEQ64_DEFAULT_BUSS_MAX (32), then it is treated as a user-interface flag (PERFORM_KEY_LABELS_ON_SEQUENCE or PERFORM_NUM_LABELS_ON_SEQUENCE) that causes all the sequences to be dirtied, and thus get redrawn with the new user-interface setting.
active	Indicates whether the buss or the user-interface feature is active or inactive.

13.51.4.126 mainwnd_key_event()

```
bool seq64::perform::mainwnd_key_event (
            const keystroke & k )
```

This function handles the keys for the functions of replace, queue, keep-queue, snapshots, toggling mute groups, group learn, and playing screenset. For further keystroke processing, see mainwnd :: on_key_press_event().

Keys not handled here are handled in mainwnd: bpm up & down; screenset up & down.

Parameters

k	The keystroke object to be handled.

Returns

Returns true if the key was handled.

13.51.4.127 perfroll_key_event()

```
bool seq64::perform::perfroll_key_event (
```

```
            const keystroke & k,
            int drop_sequence )
```

It handles the Ctrl keys for cut, copy, paste, and undo.

The "is modified" flag is raised if something is deleted, but we cannot yet handle the case where we undo all the changes. So, for now, we play it safe with the user, even if the user gets annoyed because he knows that he undid all the changes.

Parameters

k	The keystroke object to be handled.
drop_sequence	Provides the index of the sequence whose selected trigger is to be cut, copied, or pasted. Undo and redo are now supported.

Returns

Returns true if the key was handled.

13.51.4.128 playback_key_event()

```
bool seq64::perform::playback_key_event (
            const keystroke & k,
            bool songmode = false )
```

To be used in mainwnd, perfedit, and seqroll.

The start/end key may be the same key (e.g. Space) to allow toggling when the same key is mapped to both triggers.

Checking is_running() may not work completely in JACK.

Change Note layk 2016-10-11 Issue #42 to prevent inadvertent step-edit in sequence :: stream_event(). We did it slightly different to save a little code; also found a spot that was missed.

Parameters

k	Provides the encapsulated keystroke to check.
songmode	Provides the "jack flag" needed by the mainwnd, seqroll, and perfedit windows. Defaults to false, which disables Song mode, and enables Live mode. But using Song mode seems to make the pause key not work in the performance editor.

Returns

Returns true if the keystroke matched the start, stop, or (new) pause keystrokes. Generally, no further keystroke processing is needed in this case.

13.51.4.129 move_triggers()

```
void seq64::perform::move_triggers (
            bool direction )
```

Parameters

direction	Specifies the desired direction; false = left, true = right.

13.51.4.130 copy_triggers()

```
void seq64::perform::copy_triggers ( )
```

This copies the triggers between the L marker and R marker to the R marker.

13.51.4.131 push_trigger_undo()

```
void seq64::perform::push_trigger_undo (
            int track = SEQ64_ALL_TRACKS )
```

Too bad we cannot yet keep track of all the undoes for the sake of properly handling the "is modified" flag.

This function now has a new parameter. Not added to this function is the seemingly redundant undo-push the seq32 code does; is this actually a seq42 thing?

Also, there is still an issue with our undo-handling for a single track. See pop_trigger_undo().

Parameters

track	A new parameter (found in the stazed seq32 code) that allows this function to operate on a single track. A parameter value of SEQ64_ALL_TRACKS (-1, the default) implements the original behavior.

13.51.4.132 pop_trigger_undo()

```
void seq64::perform::pop_trigger_undo ( )
```

Todo Look at seq32/src/perform.cpp and the perform :: push_trigger_undo(track) function, which has a track parameter that has a -1 values the supports all tracks. It requires two new vectors (one for undo, one for redo), two new flags (likewise). We've put this code in place, no longer macroed out, now permanent.

13.51.4.133 pop_trigger_redo()

```
void seq64::perform::pop_trigger_redo ( )
```

13.51.4.134 is_dirty_main()

```
bool seq64::perform::is_dirty_main (
            int seq )
```

See the sequence::is_dirty_main() function.

Parameters

seq	The pattern number. It is checked for validity.

Returns

Returns the was-active-main flag value, before setting it to false. Returns false if the pattern was invalid.

13.51.4.135 is_dirty_edit()

```
bool seq64::perform::is_dirty_edit (
            int seq )
```

Parameters

seq	The pattern number. It is checked for validity.

Returns

Returns the was-active-edit flag value, before setting it to false. Returns false if the pattern was invalid.

13.51.4.136 is_dirty_perf()

```
bool seq64::perform::is_dirty_perf (
            int seq )
```

Parameters

seq	The pattern number. It is checked for validity.

Returns

Returns the was-active-perf flag value, before setting it to false. Returns false if the pattern/sequence number was invalid.

13.51.4.137 is_dirty_names()

```
bool seq64::perform::is_dirty_names (
            int seq )
```

Parameters

seq	The pattern number. It is checked for validity.

Returns

Returns the was-active-names flag value, before setting it to false. Returns false if the pattern/sequence number was invalid.

13.51.4.138 is_exportable()

```
bool seq64::perform::is_exportable (
            int seq ) const
```

Parameters

seq	The index of the desired sequence.

Returns

Returns true if the sequence has the three properties noted above.

13.51.4.139 set_screenset()

```
void seq64::perform::set_screenset (
            int ss )
```

It's not clear that we need to set the "is modified" flag just because we changed the screen set, so we don't.

As a new feature, we would like to queue-mute the previous screenset, and queue-unmute the newly-selected screenset. Still working on getting it right.

Parameters

ss	The index of the desired new screen set. It is forced to range from 0 to m_max_sets - 1. The clamping seems weird, but hews to seq24. What it does is let the user wrap around the screen-sets in the user interface.

13.51.4.140 get_screenset()

```
int seq64::perform::get_screenset ( ) const  [inline]
```

13.51.4.141 get_playing_screenset()

```
int seq64::perform::get_playing_screenset ( ) const  [inline]
```

13.51.4.142 have_undo()

```
bool seq64::perform::have_undo ( ) const  [inline], [private]
```

13.51.4.143 set_have_undo()

```
void seq64::perform::set_have_undo (
            bool undo )  [inline], [private]
```

Once it is set, it remains set, unless cleared by saving the file.

13.51.4.144 have_redo()

```
bool seq64::perform::have_redo ( ) const  [inline], [private]
```

13.51.4.145 set_have_redo()

```
void seq64::perform::set_have_redo (
            bool redo )  [inline], [private]
```

13.51.4.146 split_trigger()

```
void seq64::perform::split_trigger (
            int seqnum,
            midipulse tick )  [private]
```

Parameters

seqnum	Indicates the sequence that needs to have its trigger split.
tick	The MIDI pulse number at which the trigger should be split.

13.51.4.147 get_max_trigger()

```
midipulse seq64::perform::get_max_trigger ( )  [private]
```

Returns

Returns the highest trigger value, or zero. It is not clear why this function doesn't return a "no trigger found" value. Is there always at least one trigger, at 0?

13.51.4.148 collapse()

```
void seq64::perform::collapse ( )  [inline], [private]
```

13.51.4.149 copy()

```
void seq64::perform::copy ( )  [inline], [private]
```

13.51.4.150 expand()

```
void seq64::perform::expand ( )  [inline], [private]
```

13.51.4.151 midi_control_toggle()

```
midi_control & seq64::perform::midi_control_toggle (
            int seq )  [private]
```

Parameters

seq	Provides the index to pass to valid_midi_control_seq() to obtain a control value (such as c_midi_control_bpm_up) to use to retrieve the desired midi_control object. Note that this value is unsigned simply to make the legality check of the parameter easier.

Returns

Returns the "toggle" value if the sequence is valid, and a reference to sm_mc_dummy otherwise.

13.51.4.152 midi_control_on()

```
midi_control & seq64::perform::midi_control_on (
            int seq )  [private]
```

Parameters

seq	Provides the index to pass to valid_midi_control_seq() to obtain a control value (such as c_midi_control_bpm_up) to use to retrieve the desired midi_control object.

Returns

Returns the "on" value if the sequence is valid, and a reference to sm_mc_dummy otherwise.

13.51.4.153 midi_control_off()

```
midi_control & seq64::perform::midi_control_off (
            int seq )  [private]
```

Parameters

seq	Provides a control value (such as c_midi_control_bpm_up) to use to retrieve the desired midi_control object.

Returns

Returns the "off" value if the sequence is valid, and a reference to sm_mc_dummy otherwise.

13.51.4.154 handle_midi_control()

```
void seq64::perform::handle_midi_control (
            int ctrl,
            bool state )  [private]
```

Parameters

ctrl	The MIDI control value to use to perform an operation.
state	The state of the control, used with the following values:

```
        c_midi_control_mod_replace
        c_midi_control_mod_snapshot
        c_midi_control_mod_queue
        c_midi_control_mod_gmute
        c_midi_control_mod_glearn
```

13.51.4.155 get_screen_set_notepad()

```
const std::string & seq64::perform::get_screen_set_notepad (
            int screenset ) const  [private]
```

Parameters

screenset	The ID number of the string set, an index into the m_screen_set_notepad[] array. This value is validated.

Returns

Returns a reference to the desired string, or to an empty string if the screen-set number is invalid.

13.51.4.156 current_screen_set_notepad()

```
const std::string& seq64::perform::current_screen_set_notepad ( ) const  [inline], [private]
```

13.51.4.157 set_screen_set_notepad() [1/2]

```
void seq64::perform::set_screen_set_notepad (
            int screenset,
            const std::string & notepad )  [private]
```

Parameters

screenset	The ID number of the string set, an index into the m_screen_set_xxx[] arrays.
notepad	Provides the string date to copy into the notepad. Not sure why a pointer is used, instead of nice "const std::string &" parameter. And this pointer isn't checked. Fixed.

13.51.4.158 set_screen_set_notepad() [2/2]

```
void seq64::perform::set_screen_set_notepad (
            const std::string & note )  [inline], [private]
```

Parameters

note	The string value to set into the notepad text.

13.51.4.159 set_playing_screenset()

```
void seq64::perform::set_playing_screenset ( )  [private]
```

This function is called when one of the snapshot keys is pressed.

For each value up to m_seqs_in_set (32), the index of the current sequence in the current screen set (m_playing↩ _screen) is obtained. If the sequence is active and the sequence actually exists, it is processed; null sequences are no longer flagged as an error, they are just ignored.

Modifies m_playing_screen, m_playscreen_offset, stores the current playing-status of each sequence in m_tracks↩ _mute_state[], and then calls mute_group_tracks(), turns on unmuted tracks in the current screen-set.

Basically, this function retrieves and saves the playing status of the sequences in the current play-screen, sets the play-screen to the current screen-set, and then mutes the previous play-screen. It is called via the c_midi_control↩ _play_ss value or via the set-playing-screen-set keystroke.

13.51.4.160 any_group_unmutes()

```
bool seq64::perform::any_group_unmutes ( ) const  [private]
```

Returns

Returns true if there are any unmute statuses in the mute-group array. If they're all zero, we don't need to save them.

13.51.4.161 mute_group_tracks()

```
void seq64::perform::mute_group_tracks ( )  [private]
```

It loops through every screen-set. In each screen-set, it acts on each active sequence. If the active sequence is in the current "in-view" screen-set (m_screenset as opposed to m_playing_screen), and its m_track_mute_state[] is true, then the sequence is turned on, otherwise it is turned off.

Change Note tdeagan 2015-12-22 via git pull. Replaced m_playing_screen with m_screenset.

It seems to us that the for (g) clause should have g range from 0 to m_max_sets, not m_seqs_in_set.

13.51.4.162 select_and_mute_group()

```
void seq64::perform::select_and_mute_group (
            int group )  [private]
```

Called in perform and in mainwnd.

Parameters

group	Provides the group number for the group to be muted.

13.51.4.163 set_song_mute()

```
void seq64::perform::set_song_mute (
            mute_op_t op )  [private]
```

The sequence::set_song_mute() and toggle_song_mute() functions do all the work, including mp-dirtying the sequence.

We've modified this function to call mute_all_tracks() and toggle_all_tracks() in order to consolidate the code and (cough cough) fix a bug in this functionality from the mainwnd menu.

Parameters

op	Provides the "flag" that indicates if this function is to set mute on, off, or to toggle the mute status.

13.51.4.164 set_mode_group_mute()

```
void seq64::perform::set_mode_group_mute ( )  [inline], [private]
```

13.51.4.165 unset_mode_group_mute()

```
void seq64::perform::unset_mode_group_mute ( )  [inline], [private]
```

13.51.4.166 select_group_mute()

```
void seq64::perform::select_group_mute (
            int mutegroup )  [private]
```

Then, no matter what, it makes the desired mute-group the selected mute-group. Compare to set_and_copy_↩ mute_group().

One thing to note is that, once saved, then, if used, it is applied to the current screen-set, even if it is not the screen-set whose playing status were saved.

Parameters

mutegroup	The number of the desired mute group, clamped to be between 0 and m_seqs_in_set-1. Obviously, it is the set whose state is to be stored, if in group-learn mode.

13.51.4.167 set_mode_group_learn()

```
void seq64::perform::set_mode_group_learn ( )  [private]
```

This function is called via a MIDI control c_midi_control_mod_glearn and via the group-learn keystroke.

13.51.4.168 unset_mode_group_learn()

```
void seq64::perform::unset_mode_group_learn ( )  [private]
```

Then unsets the group-learn mode flag. This function is called via a MIDI control c_midi_control_mod_glearn, via the group-learn keystroke, and in mainwnd::on_key_press_event(), to end the group-learn mode.

Shouldn't this function also call this one, to perfectly complement set_mode_group_learn: unset_mode_group_mute(). Too tricky.

13.51.4.169 is_group_learning()

```
bool seq64::perform::is_group_learning ( )  [inline], [private]
```

13.51.4.170 set_and_copy_mute_group()

```
void seq64::perform::set_and_copy_mute_group (
            int mutegroup )  [private]
```

Then the mute-group is stored in m_tracks_mute_state[], which holds states for only the number of sequences in a set.

Compare to select_group_mute(); its main difference is that it will at least copy the states even if not in group-learn mode. And, if in group-learn mode, it will grab the playing states of the sequences before copying them.

This function is used only once, in select_and_mute_group(). It used to be called just select_mute_group(), but that's too easy to confuse with select_group_mute().

Change Note tdeagan 2015-12-22 via git pull: git pull https://github.com/TDeagan/sequencer64.git mute_groups m_screenset replaces m_playscreen_offset.

Parameters

mutegroup	Provides the mute-group to select.

13.51.4.171 start()

```
void seq64::perform::start (
            bool songmode )  [private]
```

Parameters

songmode	If true, playback is to be in Song mode. Otherwise, it is to be in Live mode.

13.51.4.172 stop()

```
void seq64::perform::stop ( )  [private]
```

The logic seems backward here, in that we call inner_stop() if JACK is not running. Or perhaps we misunderstand the meaning of m_jack_running?

Stazed:

```
This function's sole purpose was to prevent inner_stop() from being
called internally when JACK was running... potentially twice.
inner_stop() was called by output_func() when JACK sent a
JackTransportStopped message. If seq42 initiated the stop, then
stop_jack() was called which then triggered the JackTransportStopped
message to output_func() which then triggered the bool stop_jack to
call inner_stop().  The output_func() call to inner_stop() is only
necessary when some other JACK client sends a jack_transport_stop
message to JACK, not when it is initiated by seq42.  The method of
relying on JACK to call inner_stop() when internally initiated caused
a (very) obscure apparent freeze if you press and hold the start/stop
key if set to toggle. This occurs because of the delay between
JackTransportStarting and JackTransportStopped if both triggered in
rapid succession by holding the toggle key down.  The variable
global_is_running gets set false by a delayed inner_stop() from JACK
after the start (true) is already sent. This means the global is set
to true when JACK is actually off (false). Any subsequent presses to
the toggle key send a stop message because the global is set to true.
Because JACK is not running, output_func() is not running to send the
inner_stop() call which resets the global to false. Thus an apparent
freeze as the toggle key endlessly sends a stop, but inner_stop()
never gets called to reset. Whoo! So, to fix this we just need to
call inner_stop() directly rather than wait for JACK to send a
delayed stop, only when running. This makes the whole purpose of this
stop() function unneeded. The check for m_jack_running is commented
out and this function could be removed. It is being left for future
generations to ponder!!!
```

13.51.4.173 start_jack()

```
void seq64::perform::start_jack ( )  [inline], [private]
```

13.51.4.174 stop_jack()

```
void seq64::perform::stop_jack ( )  [inline], [private]
```

13.51.4.175 position_jack()

```
void seq64::perform::position_jack (
            bool songmode,
            midipulse tick = 0 )  [private]
```

Parameters

songmode	If true, playback is to be in Song mode. Otherwise, it is to be in Live mode.
tick	Provides the pulse position to be set. The default value is 0.

13.51.4.176 off_sequences()

```
void seq64::perform::off_sequences ( )  [private]
```

13.51.4.177 all_notes_off()

```
void seq64::perform::all_notes_off ( )  [private]
```

Then flush the master MIDI buss.

13.51.4.178 set_active()

```
void seq64::perform::set_active (
            int seq,
            bool active )  [private]
```

If setting it active, the sequence::number() setter is called. It won't modify the sequence's internal copy of the sequence number if it has already been set.

Parameters

seq	Provides the prospective sequence number.
active	True if the sequence is to be set to the active state.

13.51.4.179 set_was_active()

```
void seq64::perform::set_was_active (
            int seq )  [private]
```

Why do we need this routine?

Parameters

seq	The pattern number. It is checked for validity.

13.51.4.180 reset_sequences()

```
void seq64::perform::reset_sequences (
            bool pause = false )  [private]
```

Note that these calls are folded into one member function of the sequence class. Finally, flush the master MIDI buss.

Parameters

pause	Try to prevent notes from lingering on pause if true. By default, it is false.

13.51.4.181 play()

```
void seq64::perform::play (
            midipulse tick )  [private]
```

Starts the playing of all the patterns/sequences.

This function just runs down the list of sequences and has them dump their events. It skips sequences that have no playable MIDI events.

Note how often the "s" (sequence) pointer was used. It was worth offloading all these calls to a new sequence function. Hence the new sequence::play_queue function.

Parameters

tick	Provides the tick at which to start playing.

13.51.4.182 set_orig_ticks()

```
void seq64::perform::set_orig_ticks (
            midipulse tick )  [private]
```

This is really the "last tick" value, so we renamed sequence::set_orig_tick() to sequence::set_last_tick().

Parameters

tick	Provides the last-tick value to be set for each sequence that is active.

13.51.4.183 set_beats_per_minute()

```
void seq64::perform::set_beats_per_minute (
            int bpm )  [private]
```

Replaces perform::set_bpm() from seq24.

The value is set only if neither JACK nor this performance object are running.

It's not clear that we need to set the "is modified" flag just because we changed the beats per minute. This setting does get saved to the MIDI file, with the c_bpmtag.

Parameters

bpm	Provides the beats/minute value to be set. It is clamped, if necessary, between the values SEQ64_MINIMUM_BPM to SEQ64_MAXIMUM_BPM. They provide a wide range of speeds, well beyond what normal music needs.

13.51.4.184 set_looping()

```
void seq64::perform::set_looping (
```

```
            bool looping )  [inline], [private]
```

Parameters

looping	The boolean value to set for looping, used in the performance editor.

13.51.4.185 max_active_set()

```
int seq64::perform::max_active_set ( ) const  [private]
```

Returns

Returns the value of the highest active set. A value of 0 represents the first set. If no sequences are active, then -1 is returned.

13.51.4.186 launch_input_thread()

```
void seq64::perform::launch_input_thread ( )  [private]
```

This might be a good candidate for a small thread class derived from a small base class.

13.51.4.187 launch_output_thread()

```
void seq64::perform::launch_output_thread ( )  [private]
```

This might be a good candidate for a small thread class derived from a small base class.

13.51.4.188 init_jack()

```
bool seq64::perform::init_jack ( )  [inline], [private]
```

Who calls this routine? The main() routine of the application [via launch()], and the options module, when the Connect button is pressed.

Returns

Returns the result of the init() call; true if JACK sync is now running. If JACK support is not built into the application, then this function returns false, to indicate that JACK is (definitely) not running.

13.51.4.189 deinit_jack()

```
bool seq64::perform::deinit_jack ( )  [inline], [private]
```

Called by launch() and in the options module, when the Disconnect button is pressed.

Returns

Returns the result of the init() call; false if JACK sync is now no longer running. If JACK support is not built into the application, then this function returns true, to indicate that JACK is (definitely) not running.

13.51.4.190 seq_in_playing_screen()

```
bool seq64::perform::seq_in_playing_screen (
            int seq )  [private]
```

Parameters

seq	Provides the index of the desired sequence.

Returns

Returns true if the sequence adheres to the conditions noted above.

13.51.4.191 is_modified() [2/2]

```
void seq64::perform::is_modified (
            bool flag )  [inline], [private]
```

Parameters

flag	The value of the modified flag to be set.

13.51.4.192 valid_midi_control_seq()

```
bool seq64::perform::valid_midi_control_seq (
            int seq ) const  [inline], [private]
```

We were checking against c_midi_track_ctrl as well, but that was a bug. This function is meant to check that the supplied sequence number does not exceed the value of c_midi_controls ($32 * 2 + 10 = 74$). The track (sequence or pattern) controls rangoe from 0 to 64. Next come the "c_midi_control" values: bpm_up, bpm_dn, ..., play_ss, and, lastly, c_midi_controls itself.

Parameters

seq	The sequence number value that should be inside the c_midi_controls range.

Returns

Returns true if the sequence number is valid for accessing the MIDI control values. For this function, no error print-out is generated.

13.51.4.193 is_screenset_valid()

```
bool seq64::perform::is_screenset_valid (
            int screenset ) const  [inline], [private]
```

Parameters

screenset	The prospective screenset value.

Returns

Returns true if the parameter is valid. For this function, no error print-out is generated.

13.51.4.194 set_running()

```
void seq64::perform::set_running (
            bool running )  [inline], [private]
```

Parameters

running	The value of the running flag to be set.

13.51.4.195 is_pattern_playing() [2/2]

```
void seq64::perform::is_pattern_playing (
            bool flag )  [inline], [private]
```

13.51.4.196 set_playback_mode()

```
void seq64::perform::set_playback_mode (
            bool playbackmode )  [inline], [private]
```

Parameters

playbackmode	The value of the playback mode flag to be set.

13.51.4.197 mute_group_offset()

```
int seq64::perform::mute_group_offset (
            int track )  [inline], [private]
```

Parameters

track	The number of the desired track.

13.51.4.198 is_seq_valid()

```
bool seq64::perform::is_seq_valid (
            int seq ) const  [private]
```

Also see the function is_mseq_valid(), which also checks the pointer stored in the m_seq[] array.

We considered checking the *seq* param against sequence_count(), but this function is called while creating sequences that add to that count, so we continue checking against the "container" size. Also, it is possible to have holes in the array representing inactive sequences, so that sequencer_count() would be too limiting.

Parameters

seq	The sequencer number, in interval [0, m_sequence_max).

Returns

Returns true if the sequence number is valid.

13.51.4.199 is_mseq_valid()

```
bool seq64::perform::is_mseq_valid (
            int seq ) const  [private]
```

It also evaluates the m_seq[seq] pointer value.

Note

Since we can have holes in the sequence array, where there are inactive sequences, we check if the sequence is even active before emitting a message about a null pointer for the sequence. We only want to see messages that indicate actual problems.

Parameters

seq	Provides the sequence number to be checked. It is checked for validity. We cannot compare the sequence number versus the sequence_count(), because the current implementation can have inactive holes (with null pointers) interspersed with active pointers.

Returns

Returns true if the sequence number is valid as per is_seq_valid(), and the sequence pointer is not null.

13.51.4.200 install_sequence()

```
bool seq64::perform::install_sequence (
            sequence * seq,
            int seqnum )  [private]
```

It is common code and using it prevents inconsistences. It assumes values have already been checked. It does not set the "is modified" flag, since adding a sequence by loading a MIDI file should not set it. Compare new_↩ sequence(), used by mainwid and seqmenu, with add_sequence(), used by midifile.

Parameters

seq	The pointer to the pattern/sequence to add.
seqnum	The sequence number of the pattern to be added. Not validated, to save some time.

Returns

Returns true if a sequence was removed, or the sequence was successfully added. In other words, if a real change in sequence pointers occurred. It is up to the caller to decide if the change warrants setting the "is modified" flag.

13.51.4.201 inner_start()

```
void seq64::perform::inner_start (
            bool songmode )  [private]
```

Then, if not is_running(), the playback mode is set to the given state. If that state is true, call off_sequences(). Set the running status, and signal the condition. Then unlock.

Minor issue:

```
In ALSA mode, restarting the sequence moves the progress bar to the
beginning of the sequence, even if just pausing.  This is fixed by
compiling with SEQ64_PAUSE_SUPPORT, which disables calling
off_sequences() when starting playback from the song editor /
performance window.
```

Parameters

songmode	Sets the playback mode, and, if true, turns off all of the sequences before setting the is-running condition.

13.51.4.202 inner_stop()

```
void seq64::perform::inner_stop (
            bool midiclock = false )  [private]
```

Note that we do need to set the running flag to false here, even when JACK is running. Otherwise, JACK starts ping-ponging back and forth between positions under some circumstances.

However, if JACK is running, we do not want to reset the sequences... this causes the progress bar for each sequence to move to near the end of the sequence.

Parameters

midiclock	If true, indicates that the MIDI clock should be used.

13.51.4.203 clamp_track()

```
int seq64::perform::clamp_track (
            int track ) const  [private]
```

Fixed the bug we found, where we checked for track > m_seqs_in_set, instead of using the >= operator.

Parameters

track	The track value to be checked and rectified as necessary.

Returns

Returns the track parameter, clamped between 0 and m_seqs_in_set-1, inclusive.

13.51.4.204 set_all_key_events()

```
void seq64::perform::set_all_key_events ( )  [inline], [private]
```

13.51.4.205 set_all_key_groups()

```
void seq64::perform::set_all_key_groups ( )  [inline], [private]
```

13.51.4.206 set_key_event()

```
void seq64::perform::set_key_event (
            unsigned int keycode,
            long sequence_slot )  [inline], [private]
```

It is called 32 times, corresponding to the pattern/sequence slots in the Patterns window. It first removes the given key-code from the regular and reverse slot-maps. Then it removes the sequence-slot from the regular and reverse slot-maps. Finally, it adds the sequence-slot with a key value of key-code, and adds the key-code with a value of sequence-slot.

Parameters

keycode	The keycode for which to set the sequence slot.
sequence_slot	The sequence slot to be set.

13.51.4.207 set_key_group()

```
void seq64::perform::set_key_group (
            unsigned int keycode,
            long group_slot )  [inline], [private]
```

It is called 32 times, corresponding the pattern/sequence slots in the Patterns window. Compare it to the set_key↩ _events() function.

Parameters

keycode	The keycode for which to set the group slot.
group_slot	The group slot to be set.

13.51.5 Friends And Related Function Documentation

13.51.5.1 jack_assistant

```
friend class jack_assistant  [friend]
```

13.51.5.2 keybindentry

```
friend class keybindentry  [friend]
```

13.51.5.3 mainwnd

```
friend class mainwnd  [friend]
```

13.51.5.4 midifile

```
friend class midifile  [friend]
```

13.51.5.5 optionsfile

```
friend class optionsfile  [friend]
```

13.51.5.6 options

```
friend class options  [friend]
```

13.51.5.7 perfedit

```
friend class perfedit  [friend]
```

13.51.5.8 perfroll

```
friend class perfroll  [friend]
```

13.51.5.9 input_thread_func

```
void* input_thread_func (
            void * myperf )  [friend]
```

Parameters

myperf	Provides the perform object instance that is to be used. Its output_func() is called. Currently, this parameter is not validated, for speed.

Returns

Always returns nullptr.

13.51.5.10 output_thread_func

```
void* output_thread_func (
            void * myperf )  [friend]
```

Set up the performance, set the process to realtime privileges, and then start the output function.

Parameters

myperf	Provides the perform object instance that is to be used. Its output_func() is called. Currently, this parameter is not validated, for speed.

Returns

Always returns nullptr.

13.51.5.11 jack_sync_callback

```
int jack_sync_callback (
            jack_transport_state_t state,
            jack_position_t * pos,
            void * arg )  [friend]
```

This JACK synchronization callback informs the specified perform object of the current state and parameters of JACK.

The transport state will be:

```
-   JackTransportStopped when a new position is requested.
-   JackTransportStarting when the transport is waiting to start.
-   JackTransportRolling when the timeout has expired, and the
    position is now a moving target.
```

This is the slow-sync callback, which the stazed code replaces with jack_process_callback().

Parameters

state	The JACK Transport state.
pos	The JACK position value.
arg	The pointer to the jack_assistant object. Currently not checked for nullity, nor dynamic-casted.

Returns

Returns 1 if the function works, and 0 if something was wrong.

13.51.5.12 jack_process_callback

```
int jack_process_callback (
             jack_nframes_t nframes,
             void * arg )  [friend]
```

13.51.5.13 jack_shutdown

```
void jack_shutdown (
             void * arg )  [friend]
```

13.51.5.14 jack_timebase_callback

```
void jack_timebase_callback (
             jack_transport_state_t state,
             jack_nframes_t nframes,
             jack_position_t * pos,
             int new_pos,
             void * arg )  [friend]
```

The original version of the function worked properly with Hydrogen, but not with Klick. The new code seems to work with both. More testing and clarification is needed. This new code was "discovered" in the source-code for the "SooperLooper" project:

```
    http://essej.net/sooperlooper/
```

The first difference with the new code is that it handles the case where the JACK position is moved (new_pos == true). If this is true, and the JackPositionBBT bit is off in pos->valid, then the new BBT value is set.

The seconds set of differences are in the "else" clause. In the new code, it is very simple: calculate the new tick value, back it off by the number of ticks in a beat, and perhaps go to the first beat of the next bar.

In the old code (complex!), the simple BBT adjustment is always made. This changes (perhaps) the beats_per_bar, beat_type, etc. We need to make these settings use the actual global values for beats set for Sequencer64. Then, if transitioning from JackTransportStarting to JackTransportRolling (instead of checking new_pos!), the BBT values (bar, beat, and tick) are finally adjusted. Here are the steps, with old and new steps noted:

```
-#  Calculate the "delta" ticks based on the current frame, the
    ticks_per_beat, the beats_per_minute, and the frame_rate.  The old
    code saves this in a local, the new code assigns it to pos->tick.
-#  Old code: save this delta as a positive value.
-#  Figure out the settings and modify bar, beat, tick, and
    bar_start_tick.  The old and new code seem to have the same intent,
    but it seems like the new code is faster and also correct.
    -   Old code:  Calculations are made by division and mod
        operations.
    -   New code:  Calculations are made by increments and decrements
        in a while loop.
```

Stazed:

```
The call to jack_timebase_callback() to supply JACK with BBT, etc. would
occasionally fail when the pos information had zero or some garbage in
the pos.frame_rate variable. This would occur when there was a rapid
change of frame position by another client... i.e. qjackctl.  From the
JACK API:

    pos   address of the position structure for the next cycle;
    pos->frame will be its frame number. If new_pos is FALSE, this
    structure contains extended position information from the current
    cycle.  If TRUE, it contains whatever was set by the requester.
    The timebase_callback's task is to update the extended information
    here."

    The "If TRUE" line seems to be the issue. It seems that qjackctl
    does not always set pos.frame_rate so we get garbage and some
    strange BBT calculations that display in qjackctl. So we need to
    set it here and just use m_jack_frame_rate for calculations instead
    of pos.frame_rate.
```

Parameters

state	Indicates the current state of JACK transport.
nframes	The number of JACK frames in the current time period.
pos	Provides the position structure to be filled in, the address of the position structure for the next cycle; pos->frame will be its frame number. If new_pos is FALSE, this structure contains extended position information from the current cycle. If TRUE, it contains whatever was set by the requester. The timebase_callback's task is to update the extended information here.
new_pos	TRUE (non-zero) for a newly requested pos, or for the first cycle after the timebase_callback is defined. This is usually 0 in Sequencer64 at present, and 1 if one, say, presses "rewind" in qjackctl.
arg	Provides the jack_assistant pointer, currently unchecked for nullity.

13.51.5.15 get_current_jack_position

```
long get_current_jack_position (
             void * arg )  [friend]
```

13.51.6 Field Documentation

13.51.6.1 sm_mc_dummy

```
midi_control seq64::perform::sm_mc_dummy  [static], [private]
```

Instantiate the dummy midi_control object, which is used in lieu of a null pointer.

We're taking code that basically works already, in the sense that it never seems to access a null pointer. So we're not even risking data transfers between this dummy object and the ones we really want to use.

However, it would be nice to be able to detect any errors that occur. How?

13.51.6.2 m_song_start_mode

```
bool seq64::perform::m_song_start_mode  [private]
```

This is a replacement for the global setting, but is essentially a global setting itself, and is saved to and restored from the "rc" configuration file. Sometimes called "JACK start mode", it used to be a JACK setting, but now applies to any playback. Do not confuse this setting with m_playback_mode, which has a similar meaning but is more transitory. Probably, the concept needs some clean-up.

13.51.6.3 m_start_from_perfedit

```
bool seq64::perform::m_start_from_perfedit  [private]
```

13.51.6.4 m_reposition

```
bool seq64::perform::m_reposition  [private]
```

13.51.6.5 m_excell_FF_RW

```
float seq64::perform::m_excell_FF_RW  [private]
```

It starts out at 1.0, and can range up to 60.0, being multiplied by 1.1 by the FF/RW timeout function.

13.51.6.6 m_FF_RW_button_type

```
ff_rw_button_t seq64::perform::m_FF_RW_button_type  [private]
```

It has values of FF_RW_REWIND, FF_RW_NONE, or FF_RW_FORWARD. This was a free (global in a namespace) int in perfedit.

13.51.6.7 m_gui_support

```
gui_assistant& seq64::perform::m_gui_support  [private]
```

13.51.6.8 m_mute_group

```
bool seq64::perform::m_mute_group[c_max_sequence]  [private]
```

This value determines whether a particular track will be muted or unmuted, and it can handle all tracks available in the application (currently c_max_sets $*$ c_seqs_in_set, i.e. 1024). Note that the current state of playing can be "learned", and stored herein as the desired state for the track.

13.51.6.9 m_armed_saved

```
bool seq64::perform::m_armed_saved  [private]
```

13.51.6.10 m_armed_statuses

```
bool seq64::perform::m_armed_statuses[c_max_sequence]  [private]
```

13.51.6.11 m_tracks_mute_state

```
bool seq64::perform::m_tracks_mute_state[c_seqs_in_set]  [private]
```

Unlike the m_mute_group[] array, this holds the current state, rather than the state desired by activating a mute group, and it applies to only one screen-set.

13.51.6.12 m_mode_group

```
bool seq64::perform::m_mode_group  [private]
```

This value starts out true. It is altered by the c_midi_control_mod_gmute handler or when the keys().group_off() or the keys().group_on() keys are struck.

13.51.6.13 m_mode_group_learn

```
bool seq64::perform::m_mode_group_learn  [private]
```

13.51.6.14 m_mute_group_selected

```
int seq64::perform::m_mute_group_selected  [private]
```

It seems like a "group" is essentially a "set" that is selected for the saving and restoring of the status of all patterns in that set.

13.51.6.15 m_playing_screen

```
int seq64::perform::m_playing_screen  [private]
```

In seq24, this value is altered by set_playing_screenset(), which is called by handle_midi_control(c_midi_control↩ _play_ss, state).

13.51.6.16 m_playscreen_offset

```
int seq64::perform::m_playscreen_offset  [private]
```

Saves some multiplications, should make the code easier to grok, and centralizes the use of c_seqs_in_set, which we want to be able to change at run-time, as a future enhancement.

13.51.6.17 m_seqs

```
sequence* seq64::perform::m_seqs[c_max_sequence]  [private]
```

Todo First, make the sequence array a vector, and second, put allof these flags into a structure and access those members indirectly.

13.51.6.18 m_seqs_active

```
bool seq64::perform::m_seqs_active[c_max_sequence]  [private]
```

This array can have "holes" with inactive sequences, so every sequence needs to be checked before using it.

13.51.6.19 m_was_active_main

```
bool seq64::perform::m_was_active_main[c_max_sequence]  [private]
```

This value seems to be used only in maintaining dirtiness-status; did some process modify the sequence? Was it's mute/unmute status changed?

13.51.6.20 m_was_active_edit

```
bool seq64::perform::m_was_active_edit[c_max_sequence]  [private]
```

This value seems to be used only in maintaining dirtiness-status for editing the mute/unmute status during pattern editing.

13.51.6.21 m_was_active_perf

```
bool seq64::perform::m_was_active_perf[c_max_sequence]  [private]
```

This value seems to be used only in maintaining dirtiness-status for editing the mute/unmute status during performance/song editing.

13.51.6.22 m_was_active_names

```
bool seq64::perform::m_was_active_names[c_max_sequence]  [private]
```

This value seems to be used only in maintaining dirtiness-status for editing the mute/unmute status during performance names editing. Not sure that it serves a real purpose; perhaps created with an eye to editing the pattern name in the song editor?

13.51.6.23 m_sequence_state

```
bool seq64::perform::m_sequence_state[c_max_sequence]  [private]
```

13.51.6.24 m_master_bus

```
mastermidibus seq64::perform::m_master_bus  [private]
```

13.51.6.25 m_transpose

```
int seq64::perform::m_transpose  [private]
```

13.51.6.26 m_out_thread

```
pthread_t seq64::perform::m_out_thread  [private]
```

Provides a "handle" to the output thread.

13.51.6.27 m_in_thread

```
pthread_t seq64::perform::m_in_thread  [private]
```

13.51.6.28 m_out_thread_launched

```
bool seq64::perform::m_out_thread_launched  [private]
```

13.51.6.29 m_in_thread_launched

```
bool seq64::perform::m_in_thread_launched  [private]
```

13.51.6.30 m_running

```
bool seq64::perform::m_running  [private]
```

However, this flag is conflated with some JACK support, and we have to supplement it with another flag, m_↩ pattern_playing.

13.51.6.31 m_is_pattern_playing

```
bool seq64::perform::m_is_pattern_playing  [private]
```

It replaces rc_settings :: is_pattern_playing(), which is gone, since the perform object is now visible to all classes that care about it.

13.51.6.32 m_inputing

```
bool seq64::perform::m_inputing  [private]
```

13.51.6.33 m_outputing

```
bool seq64::perform::m_outputing  [private]
```

13.51.6.34 m_looping

```
bool seq64::perform::m_looping  [private]
```

If true, the performance will loop between the L and R markers in the performance editor.

13.51.6.35 m_playback_mode

```
bool seq64::perform::m_playback_mode  [private]
```

There are two, "live" and "song", indicated by the following values:

```
        m_playback_mode == false:       live mode
        m_playback_mode == true:        playback/song mode
```

13.51.6.36 m_ppqn

```
int seq64::perform::m_ppqn  [private]
```

13.51.6.37 m_beats_per_bar

```
int seq64::perform::m_beats_per_bar  [private]
```

The default value is SEQ64_DEFAULT_BEATS_PER_MEASURE (4).

13.51.6.38 m_beat_width

```
int seq64::perform::m_beat_width  [private]
```

The default value is SEQ64_DEFAULT_BEAT_WIDTH (4).

13.51.6.39 m_clocks_per_metronome

```
int seq64::perform::m_clocks_per_metronome  [private]
```

This value provides the number of MIDI clocks between metronome clicks. The default value of this item is 24. It can also be read from some SMF 1 files, such as our hymne.mid example.

13.51.6.40 m_32nds_per_quarter

```
int seq64::perform::m_32nds_per_quarter  [private]
```

Useful in export. A duplicate of the same member in the sequence class.

13.51.6.41 m_us_per_quarter_note

```
long seq64::perform::m_us_per_quarter_note  [private]
```

Useful in export. A duplicate of the same member in the sequence class.

13.51.6.42 m_one_measure

midipulse seq64::perform::m_one_measure [private]

We can save some multiplications, and, more importantly, later define a more flexible definition of "one measure's worth" than simply four quarter notes.

13.51.6.43 m_left_tick

midipulse seq64::perform::m_left_tick [private]

Note that "tick" is actually "pulses".

13.51.6.44 m_right_tick

midipulse seq64::perform::m_right_tick [private]

Note that "tick" is actually "pulses".

13.51.6.45 m_starting_tick

midipulse seq64::perform::m_starting_tick [private]

By default, this value is always reset to the value of the "left tick". We want to eventually be able to leave it at the last playing tick, to support a "pause" functionality. Note that "tick" is actually "pulses".

13.51.6.46 m_tick

midipulse seq64::perform::m_tick [mutable], [private]

The m_tick member holds the tick to be used in displaying the progress bars and the maintime pill. It is mutable because sometimes we want to adjust it in a const function for pause functionality.

13.51.6.47 m_jack_tick

midipulse seq64::perform::m_jack_tick [private]

13.51.6.48 m_usemidiclock

bool seq64::perform::m_usemidiclock [private]

13.51.6.49 m_midiclockrunning

bool seq64::perform::m_midiclockrunning [private]

13.51.6.50 m_midiclocktick

```
int seq64::perform::m_midiclocktick  [private]
```

13.51.6.51 m_midiclockpos

```
int seq64::perform::m_midiclockpos  [private]
```

13.51.6.52 m_dont_reset_ticks

```
bool seq64::perform::m_dont_reset_ticks  [private]
```

All this member is used for is keeping the last tick from being reset.

13.51.6.53 m_screen_set_notepad

```
std::string seq64::perform::m_screen_set_notepad[c_max_sets]  [private]
```

13.51.6.54 m_midi_cc_toggle

```
midi_control seq64::perform::m_midi_cc_toggle[c_midi_controls]  [private]
```

13.51.6.55 m_midi_cc_on

```
midi_control seq64::perform::m_midi_cc_on[c_midi_controls]  [private]
```

13.51.6.56 m_midi_cc_off

```
midi_control seq64::perform::m_midi_cc_off[c_midi_controls]  [private]
```

13.51.6.57 m_offset

```
int seq64::perform::m_offset  [private]
```

It is used in the MIDI control of the playback status of the sequences in the current screen-set. It is also used to offset the sequence numbers so that the control (mute/unmute) keys can be shown on any screen-set.

13.51.6.58 m_control_status

```
int seq64::perform::m_control_status  [private]
```

Need to learn more about this one. It is used in the replace, snapshot, and queue functionality.

13.51.6.59 m_screenset

```
int seq64::perform::m_screenset  [private]
```

This is merely the screen-set that is in view. The fix of tdeagan substitutes the "in-view" screen-set for the "playing" screen-set.

13.51.6.60 m_seqs_in_set

```
int seq64::perform::m_seqs_in_set  [private]
```

This change will require some arrays to be dynamically allocated (vectors).

13.51.6.61 m_max_sets

```
int seq64::perform::m_max_sets  [private]
```

Again, currently set to the old value, which is used in hard-wired array sizes. To make it variable will require a move from arrays to vectors.

13.51.6.62 m_sequence_count

```
int seq64::perform::m_sequence_count  [private]
```

Used by the install_sequence() function. Note that this value is not a suitable replacement for c_max_sequence/m↩
_sequence_max, because there can be inactive sequences amidst the active sequences.

13.51.6.63 m_sequence_max

```
int seq64::perform::m_sequence_max  [private]
```

However, this value is already 32 ∗ 32 = 1024, and is probably enough for any usage. Famous last words?

13.51.6.64 m_edit_sequence

```
int seq64::perform::m_edit_sequence  [private]
```

Moving this status from seqmenu into perform for better centralized management.

13.51.6.65 m_is_modified

```
bool seq64::perform::m_is_modified  [private]
```

All the GUIs seem to use a perform object.

13.51.6.66 m_condition_var

```
condition_var seq64::perform::m_condition_var  [private]
```

It is signalled if playback has been started. The output thread function waits on this variable until m_running and m_outputing are false. This variable is also signalled in the perform destructor.

13.51.6.67 m_jack_asst

```
jack_assistant seq64::perform::m_jack_asst  [private]
```

It implements most of the JACK stuff.

13.51.6.68 m_have_undo

```
bool seq64::perform::m_have_undo  [private]
```

13.51.6.69 m_undo_vect

```
std::vector<int> seq64::perform::m_undo_vect  [private]
```

13.51.6.70 m_have_redo

```
bool seq64::perform::m_have_redo  [private]
```

13.51.6.71 m_redo_vect

```
std::vector<int> seq64::perform::m_redo_vect  [private]
```

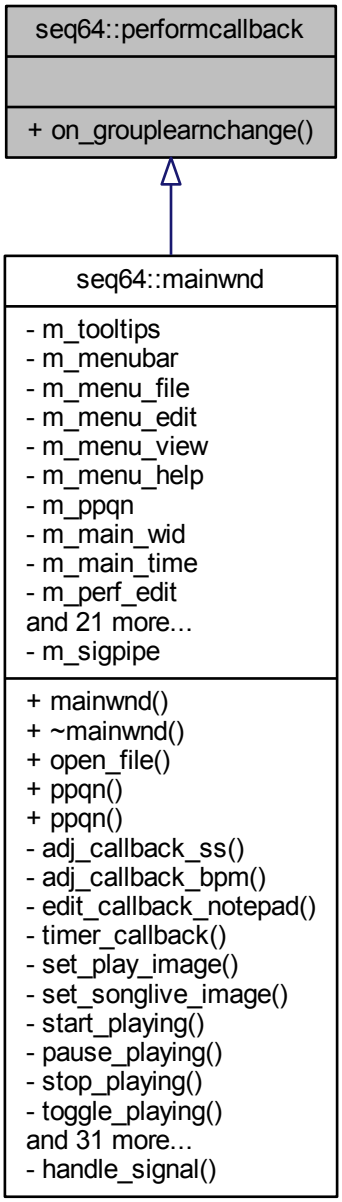
13.51.6.72 m_notify

```
std::vector<performcallback *> seq64::perform::m_notify  [private]
```

13.52 seq64::performcallback Struct Reference

Provides for notification of events.

Inheritance diagram for seq64::performcallback:



Public Member Functions

- virtual void on_grouplearnchange (bool)

  A do-nothing callback.

13.52.1 Detailed Description

Provide a response to a group-learn change event.

13.52.2 Member Function Documentation

13.52.2.1 on_grouplearnchange()

```
virtual void seq64::performcallback::on_grouplearnchange (
            bool  )  [inline], [virtual]
```

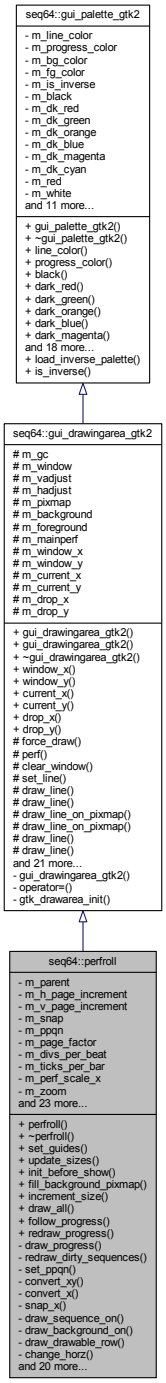
"state" is an Unused parameter.

Reimplemented in seq64::mainwnd.

13.53 seq64::perfroll Class Reference

This class implements the performance roll user interface.

Inheritance diagram for seq64::perfroll:



Public Member Functions

- perfroll (perform &perf, perfedit &parent, Gtk::Adjustment &hadjust, Gtk::Adjustment &vadjust, int ppqn=S↩ EQ64_USE_DEFAULT_PPQN)

  Principal constructor.
- virtual ~perfroll ()

  This destructor deletes the interaction object.

- void set_guides (int snap, int measure, int beat)

  This function sets the m_snap, m_measure_length, and m_beat_length members directly from the function parameters, which are in units of pulses (sometimes misleadingly called "ticks".)
- void update_sizes ()

  Updates the sizes of various items.
- void init_before_show ()

  Sets the roll-lengths ticks member.
- void fill_background_pixmap ()

  This function updates the background of the piano roll.
- void increment_size ()

  Increments the value of m_roll_length_ticks by the PPQN ∗ 512, then calls update_sizes().
- void draw_all ()

  Provides a very common sequence of calls used in perfroll_input.
- void follow_progress ()
- void redraw_progress ()

  Helper function to simplify the client call.

Private Member Functions

- void draw_progress ()

  Draws the progress line that shows where we are in the performance.
- void redraw_dirty_sequences ()

  Redraws patterns/sequences that have been modified.
- void set_ppqn (int ppqn)

  Handles changes to the PPQN value in one place.
- void convert_xy (int x, int y, midipulse &ticks, int &seq)

  Converts (x, y) coordinates on the piano roll to tick (pulse) and sequence numbers.
- void convert_x (int x, midipulse &ticks)

  Converts an x-coordinate to a tick-offset on the x axis.
- void snap_x (int &x)

  This function performs a 'snap' action on x.
- void draw_sequence_on (int seqnum)

  Draws the given pattern/sequence on the given drawable area.
- void draw_background_on (int seqnum)

  Draws the given pattern/sequence background on the given drawable area.
- void draw_drawable_row (long y)

  Not quite sure what this draws yet.
- void change_horz ()

  Changes the 4-bar horizontal offset member and queues up a draw operation.
- void change_vert ()

  Changes the vertical offset member and queues up a draw operation.
- void split_trigger (int sequence, midipulse tick)

  Splits a trigger, whatever that means.
- void enqueue_draw ()

  Wraps queue_draw() and forwards the call to the parent perfedit, so that it can forward it to any other perfedit that exists.
- void set_zoom (int z)

  Implements the horizontal zoom feature.
- void convert_drop_xy ()

  A convenience function.

- void horizontal_adjust (double step)

  This function provides optimization for the on_scroll_event() function.
- void vertical_adjust (double step)

  This function provides optimization for the on_scroll_event() function.
- void horizontal_set (double value)

  Sets the exact position of a horizontal scroll-bar.
- void vertical_set (double value)

  Sets the exact position of a vertical scroll-bar.
- void on_realize ()

  Provides the on-realization callback.
- bool on_expose_event (GdkEventExpose ∗ev)

  Handles the on-expose event.
- bool on_button_press_event (GdkEventButton ∗ev)

  This callback function handles a button press by forwarding it to the interaction object's button-press function.
- bool on_button_release_event (GdkEventButton ∗ev)

  This callback function handles a button release by forwarding it to the interaction object's button-release function.
- bool on_motion_notify_event (GdkEventMotion ∗ev)

  Handles motion notification by forwarding it to the interaction object's motion-notification callback function.
- bool on_scroll_event (GdkEventScroll ∗ev)

  Handles horizontal and vertical scrolling.
- bool on_focus_in_event (GdkEventFocus ∗ev)

  This callback handles an in-focus event by setting the flag to HAS_FOCUS.
- bool on_focus_out_event (GdkEventFocus ∗ev)

  This callback handles an out-of-focus event by resetting the flag HAS_FOCUS.
- void on_size_allocate (Gtk::Allocation &al)

  Upon a size allocation event, this callback calls the base-class version of this function, then sets m_window_x and m_window_y, and calls update_sizes().
- bool on_key_press_event (GdkEventKey ∗ev)

  This callback function handles a key-press event.
- void on_size_request (GtkRequisition ∗)

  This do-nothing callback effectively throws away a size request.

Private Attributes

- perfedit & m_parent

  Provides a link to the perfedit that created this object.
- int m_h_page_increment

  Provides the horizontal page increment for the horizontal scrollbar.
- int m_v_page_increment

  Provides the vertical page increment for the vertical scrollbar.
- int m_snap

  The amount of horizontal snap.
- int m_ppqn

  Parts-per-quarter-note value.
- int m_page_factor

  4096, horizonal page sizing.
- int m_divs_per_beat

  Holds current tick scaling value.
- midipulse m_ticks_per_bar

  Holds current bar scaling value.

- int m_perf_scale_x

  Scaling based on zoom and PPQN.
- int m_zoom

  New value to attempt a rudimentary time-zoom feature.
- int m_names_y

  The maximum height of the perfroll names box, in pixes.
- int m_background_x

  The width of the perfroll background.
- int m_size_box_w

  This is a basically constant value set to s_perfroll_size_box_w = 3.
- int m_measure_length

  The legnth of a measure, in beat units.
- int m_beat_length

  The length of a beat, in parts-per-quarter note.
- midipulse m_old_progress_ticks

  Saves the position of the progress bar, for erasing it in preparation for drawing it at the next tick value.
- bool m_have_button_press

  Used in the fruity and seq24 perfroll input classes to help with trigger push/pop management.
- bool m_transport_follow

  Indicates that the application should follow JACK transport.
- bool m_trans_button_press

  Indicates if the follow-transport button is pressed.
- midipulse m_4bar_offset

  Holds the horizontal offset related to the horizontal scroll-bar position.
- int m_sequence_offset

  This value is the vertical version of m_4bar_offset.
- int m_roll_length_ticks

  Provides the width of the piano roll in ticks.
- midipulse m_drop_tick

  The horizontal location for section movement.
- midipulse m_drop_tick_trigger_offset

  The horizontal trigger location for section movement.
- int m_drop_sequence

  Holds the currently-selected sequence being moved.
- int m_sequence_max

  Currently, just a class-specific version of c_max_sequence, meant for the future.
- bool m_sequence_active [c_max_sequence]

  Used when drawing an active sequence.
- FruityPerfInput m_fruity_interaction

  We need both styles of interaction object present.
- Seq24PerfInput m_seq24_interaction

  Provides support for standard Seq24 mouse handling, plus the keystroke handlers.
- AbstractPerfInput & m_interaction

  Provides a reference to the selected (at startup time) method of mouse interaction.
- bool m_moving

  Used in the Seq24 or Fruity processing when moving a section of triggers.
- bool m_growing

  Used in the Seq24 or Fruity processing when growing a section of triggers.
- bool m_grow_direction

  Used in the Seq24 or Fruity processing when growing a section of triggers.

Friends

- class FruityPerfInput

  These friend implement interaction-specific behavior, although only the Seq24 interactions support full keyboard processing, except for some common functionality provided by perform::perfroll_key_event().
- class Seq24PerfInput
- class perfedit

Additional Inherited Members

13.53.1 Constructor & Destructor Documentation

13.53.1.1 perfroll()

```
seq64::perfroll::perfroll (
            perform & perf,
            perfedit & parent,
            Gtk::Adjustment & hadjust,
            Gtk::Adjustment & vadjust,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

13.53.1.2 ~perfroll()

```
seq64::perfroll::~perfroll ( )  [virtual]
```

Well, now there are two objects, so no explicit deletion necessary.

13.53.2 Member Function Documentation

13.53.2.1 set_guides()

```
void seq64::perfroll::set_guides (
            int snap,
            int measure,
            int beat )
```

This function then fills in the background, and queues up a draw operation.

Parameters

snap	Provides the number of snap-pulses (pulses per snap interval) as calculated in perfedit::set_guides(). This is actually equal to the measure-pulses divided by the snap value in perfedit; the snap value defaults to 8.
measure	Provides the number of measure-pulses (pulses per measure) as calculated in perfedit::set_guides().
beat	Provides the number of beat-pulses (pulses per beat) as calculated in perfedit::set_guides().

13.53.2.2 update_sizes()

```
void seq64::perfroll::update_sizes ( )
```

Note

Trying to figure out what the 16 is. So take the "bars-visible" calculation, the c_perf_scale_x value, assume that "ticks" is another name for "pulses", and assume that "beats" is a quarter note. Ignoring the numbers, the units come out to:

```
            pixels * ticks / pixel
   bars = --------------------------------
            ticks / beat * beats / bar
```

```
Thus, the 16 is a "beats per bar" or "beats per measure" value.
This doesn't quite make sense, but there are 16 divisions per
beat on the perfroll user-interface.  So for now we'll call it
the latter, and make a variable called "m_divs_per_beat", see its
definition in the class initializer list.
```

13.53.2.3 init_before_show()

```
void seq64::perfroll::init_before_show ( )
```

First, it gets the largest trigger value among the active sequences. Then it truncates this value to the nearest PPQN $*$ 16 ticks. Then it adds PPQN $*$ 4096 ticks.

13.53.2.4 fill_background_pixmap()

```
void seq64::perfroll::fill_background_pixmap ( )
```

The first thing done is to clear the background by painting it with a filled white rectangle.

This function is called whenever something occurs (e.g. zoom) that can affect how the piano roll is drawn.

13.53.2.5 increment_size()

```
void seq64::perfroll::increment_size ( )
```

13.53.2.6 draw_all()

```
void seq64::perfroll::draw_all ( )
```

m_drop_y is adjusted by perfroll::change_vert() for any scroll after it was originally selected. The call below to draw_drawable_row() will have the wrong y location and un-select will not occur if the user scrolls the track up or down to a new y location, if not adjusted.

13.53.2.7 follow_progress()

```
void seq64::perfroll::follow_progress ( )
```

13.53.2.8 redraw_progress()

```
void seq64::perfroll::redraw_progress ( )  [inline]
```

13.53.2.9 draw_progress()

```
void seq64::perfroll::draw_progress ( )  [private]
```

We would like to be able to leave the line there when the progress is paused while running off of JACK transport. How? The perf().get_tick() call always returns 0 when stop is in force.

If we comment out the erasure of the old line, we see that the progress bar is also erased when a pattern boundary is hit (triggers), and when the sequence is stopped by the user.

In order to support true pause in the song editor, we tried to replace perform::get_tick() with perform::get_start_tick() and perform::get_last_tick() [a new experimental function]. But those replacements here always return 0, even as perform::get_tick() increases. Now were are trying a newer function, perform::get_max_tick(), which seems to do the trick for resuming (instead of rewinding) the progress bar. It's still a tiny bit laggy, so we have to find a faster way to get the maximum. (Note that the draw_progress function is called at every timeout, that is, constantly.)

The perform::get_max_tick() call doesn't work with JACK: the progress bar rewinds to the beginning when playback is paused, though it does resume where it left off. It also may cause the progress bar to backtrack through any gap. Let's restore the get_tick() call.

13.53.2.10 redraw_dirty_sequences()

```
void seq64::perfroll::redraw_dirty_sequences ( )  [private]
```

Change Note ca 2016-05-30 Lets try not drawing sequences greater than the maximum, at all.

13.53.2.11 set_ppqn()

```
void seq64::perfroll::set_ppqn (
            int ppqn )  [private]
```

The m_ticks_per_bar member replaces the global ppqn times 16. This construct is parts-per-quarter-note times 4 quarter notes times 4 sixteenth notes in a bar. (We think...)

The m_perf_scale_x member starts out at c_perf_scale_x, which is 32 ticks per pixel at the default tick rate of 192 PPQN. We adjust this now. But note that this calculation still involves the c_perf_scale_x constant.

Todo Resolve the issue of c_perf_scale_x versus m_perf_scale_x in perfroll.

13.53.2.12 convert_xy()

```
void seq64::perfroll::convert_xy (
            int x,
            int y,
            midipulse & d_tick,
            int & d_seq )  [private]
```

The results are returned via the d_tick and d_seq parameters. The sequence number is clipped to a legal value (0 to m_sequence_max).

Parameters

	x	The x coordinate of the mouse pointer.
	y	The y coordinate of the mouse pointer.
out	*d_tick*	Holds the calculated tick value.
out	*d_seq*	Holds the calculated sequence-number value.

13.53.2.13 convert_x()

```
void seq64::perfroll::convert_x (
            int x,
            midipulse & tick )  [private]
```

The result is returned via the tick parameter. Note that m_4bar_offset already includes the m_ticks_per_bar = ppqn * 16 factor, for speed.

Parameters

	x	The input x (pixel) value.
out	*tick*	Holds the result of the calculation.

13.53.2.14 snap_x()

```
void seq64::perfroll::snap_x (
            int & x )  [private]
```

- m_snap = number pulses to snap to
- m_perf_scale_x = number of pulses per pixel

Therefore mod = m_snap/m_perf_scale_x equals the number pixels to snap to.

13.53.2.15 draw_sequence_on()

```
void seq64::perfroll::draw_sequence_on (
            int seqnum )  [private]
```

Statement nesting from hell!

13.53.2.16 draw_background_on()

```
void seq64::perfroll::draw_background_on (
            int seqnum )  [private]
```

13.53.2.17 draw_drawable_row()

```
void seq64::perfroll::draw_drawable_row (
            long y )  [private]
```

It is involved in the drawing of a greyed (selected) row.

What's weird is that we divide y by m_names_y, then multiply it by m_names_y, before passing the result to draw_drawable(). However, if we just use y casted to an int, then the drawing of the row is only partial, vertically.

13.53.2.18 change_horz()

```
void seq64::perfroll::change_horz ( )  [private]
```

Since the m_4bar_offset value is always multiplied by m_ticks_per_bar before usage, let's just do it here and not have to multiply it later.

13.53.2.19 change_vert()

```
void seq64::perfroll::change_vert ( )  [private]
```

Stazed:

```
Must adjust m_drop_y or perfroll_input's unselect_triggers() will not
work if scrolled up or down to a new location.  See the note in
on_button_press_event() in the perfroll_input module.  Also see the
note in the draw_all() function.
```

13.53.2.20 split_trigger()

```
void seq64::perfroll::split_trigger (
            int sequence,
            midipulse tick )  [private]
```

13.53.2.21 enqueue_draw()

```
void seq64::perfroll::enqueue_draw ( )  [private]
```

The parent perfedit will call perfroll::queue_draw() on behalf of this object, and it will pass a perfroll::enqueue_draw() to the peer perfedit's perfroll, if the peer exists.

13.53.2.22 set_zoom()

```
void seq64::perfroll::set_zoom (
            int z )  [private]
```

Change Note ca 2016-04-05 The initial zoom value is c_perf_scale_x (32). We allow it to range from 1 to 128, for now. Smaller values zoom in.

13.53.2.23 convert_drop_xy()

```
void seq64::perfroll::convert_drop_xy ( )  [inline], [private]
```

13.53.2.24 horizontal_adjust()

```
void seq64::perfroll::horizontal_adjust (
            double step )  [inline], [private]
```

A duplicate of the one in seqroll.

Parameters

step	Provides the step value to use for adjusting the horizontal scrollbar. See gui_drawingarea_gtk2::scroll_hadjust() for more information.

13.53.2.25 vertical_adjust()

```
void seq64::perfroll::vertical_adjust (
            double step )  [inline], [private]
```

A near-duplicate of the one in seqroll.

Parameters

step	Provides the step value to use for adjusting the vertical scrollbar. See gui_drawingarea_gtk2::scroll_vadjust() for more information.

13.53.2.26 horizontal_set()

```
void seq64::perfroll::horizontal_set (
            double value )  [inline], [private]
```

Parameters

value	The desired position. Mostly this is either 0.0 or 9999999.0 (an "infinite" value to select the start or end position.

13.53.2.27 vertical_set()

```
void seq64::perfroll::vertical_set (
            double value )  [inline], [private]
```

Parameters

value	The desired position. Mostly this is either 0.0 or 9999999.0 (an "infinite" value to select the start or end position.

13.53.2.28 on_realize()

```
void seq64::perfroll::on_realize ( )  [private]
```

Calls the base-class version first.

Then it allocates the additional resources need, that couldn't be initialized in the constructor, and makes some connections.

Stazed:

```
This creation of m_background needs to be set to the max width for
proper drawing of zoomed measures or they will get truncated with high
beats per measure and low beat width. Since this is a constant size,
it cannot be adjusted later for zoom. The constant
c_perfroll_background_x is set to the max amount by default for use
here. The drawing functions fill_background_pixmap() and
draw_background_on() which use c_perfroll_background_x also, could be
adjusted by zoom with a substituted variable. Not sure if there is any
benefit to doing the adjustment...  Perhaps a small benefit in speed?
Maybe FIXME if really, really bored...
```

13.53.2.29 on_expose_event()

```
bool seq64::perfroll::on_expose_event (
            GdkEventExpose * ev )  [private]
```

Draws a vertical page of the performance editor. The part drawn starts at m_sequence_offset and continues until the last sequence that can be at least partially seen given the height of the window.

If we're at the bottom of the sequences (1024, a non-existent sequence) would be the last sequence shown, we don't bother drawing it. This prevents debug messages about an illegal sequence, and can show a black bottom row that is a clear sign we're at the end of the legal sequences.

Parameters

ev	Provides the expose event.

Returns

Always returns true.

13.53.2.30 on_button_press_event()

```
bool seq64::perfroll::on_button_press_event (
            GdkEventButton * ev )  [private]
```

This gives us Seq24 versus Fruity behavior.

One minor issue: Fruity behavior doesn't yet provide the keystroke behavior we now handle for the Seq24 mode of operation.

13.53.2.31 on_button_release_event()

```
bool seq64::perfroll::on_button_release_event (
            GdkEventButton * ev )  [private]
```

This gives us Seq24 versus Fruity behavior.

13.53.2.32 on_motion_notify_event()

```
bool seq64::perfroll::on_motion_notify_event (
            GdkEventMotion * ev )  [private]
```

13.53.2.33 on_scroll_event()

```
bool seq64::perfroll::on_scroll_event (
            GdkEventScroll * ev )  [private]
```

If the Shift key is held while scrolling, then the scrolling is horizontal, otherwise it is vertical. This matches the convention of the seqedit class.

Note that, unlike the seqedit class, Ctrl-Scroll is not used to modify the zoom value. Rather than mess up legacy behavior, we will rely on keystrokes (z, 0, Z, and Ctrl-Page-Up and Ctrl-Page-Down) to implement this zoom.

Parameters

ev	Provides the scroll event.

Returns

Currently always returns true.

13.53.2.34 on_focus_in_event()

```
bool seq64::perfroll::on_focus_in_event (
            GdkEventFocus * ev )  [private]
```

13.53.2.35 on_focus_out_event()

```
bool seq64::perfroll::on_focus_out_event (
            GdkEventFocus * ev )  [private]
```

13.53.2.36 on_size_allocate()

```
void seq64::perfroll::on_size_allocate (
            Gtk::Allocation & al )  [private]
```

13.53.2.37 on_key_press_event()

```
bool seq64::perfroll::on_key_press_event (
            GdkEventKey * ev )  [private]
```

If we don't check the event type first, then the ev->keyval value is something weird like 65507. Note that we pass the functionality on to the perform::perfroll_key_event() function for the handling of delete, cut, copy, paste, and undo operations. If the keystroke is not handled by that function, then we handle it here.

Note that only the Seq24 input interaction object handles additional keystrokes not handled by the perfroll_key_↩ event() function.

The perfroll_key_event() call handles Del, Ctrl-X, Ctrl-C, Ctrl-V, and Ctrl-Z (which does nothing at present).

We've also added support for moving up and down in the piano roll (Up and Down arrows), paging up and down (Page-Up and Page-Down keys), paging left and right (Shift Page-Up and Page-Down), paging to top and bottom (Home and End), and paging to start and end (Shift Home and End).

The Keypad-End key is an issue on our ASUS "gaming" laptop. Whether it is seen as a "1" or an "End" key depends on an interaction between the Shift and the Num Lock key. Annoying, takes some time to get used to.

Stazed: there are many changes from seq32 that need to be studied before including them here. Note that, even though we filter out the Ctrl key here, it still works for Ctrl-X (cut) and Ctrl-V (paste). For undo, the Undo button can be used, Ctrl-Z never worked in this view anyway.

Warning

We see that 'x' and 'z' are already handled in perfroll_key_event() if the Ctrl key was pressed. Be careful.

13.53.2.38 on_size_request()

```
void seq64::perfroll::on_size_request (
            GtkRequisition *  )  [inline], [private]
```

13.53.3 Friends And Related Function Documentation

13.53.3.1 FruityPerfInput

```
friend class FruityPerfInput  [friend]
```

The perfedit class needs access to the private enqueue_draw() function.

13.53.3.2 Seq24PerfInput

```
friend class Seq24PerfInput  [friend]
```

13.53.3.3 perfedit

```
friend class perfedit  [friend]
```

13.53.4 Field Documentation

13.53.4.1 m_parent

```
perfedit& seq64::perfroll::m_parent  [private]
```

We want to support two perfedit windows, but the children of perfedit will have to communicate changes requiring a redraw through the parent.

13.53.4.2 m_h_page_increment

```
int seq64::perfroll::m_h_page_increment  [private]
```

It was set to 1, the same as the step increment. That is too little. This value will be set to 4, for now. Might be a useful "user" configuration option.

13.53.4.3 m_v_page_increment

```
int seq64::perfroll::m_v_page_increment  [private]
```

It was set to 1, the same as the step increment. That is too little. This value will be set to 8, for now. Might be a useful "user" configuration option.

13.53.4.4 m_snap

```
int seq64::perfroll::m_snap  [private]
```

13.53.4.5 m_ppqn

```
int seq64::perfroll::m_ppqn  [private]
```

13.53.4.6 m_page_factor

```
int seq64::perfroll::m_page_factor  [private]
```

13.53.4.7 m_divs_per_beat

```
int seq64::perfroll::m_divs_per_beat  [private]
```

13.53.4.8 m_ticks_per_bar

```
midipulse seq64::perfroll::m_ticks_per_bar  [private]
```

13.53.4.9 m_perf_scale_x

```
int seq64::perfroll::m_perf_scale_x  [private]
```

13.53.4.10 m_zoom

```
int seq64::perfroll::m_zoom  [private]
```

It seems to work pretty well now.

13.53.4.11 m_names_y

```
int seq64::perfroll::m_names_y  [private]
```

This is currently semantically a constant set to c_names_y = 24.

13.53.4.12 m_background_x

```
int seq64::perfroll::m_background_x  [private]
```

This is based on the m_ppqn value and the value of c_perf_scale_x (or is m_perf_scale_x preferable?)

13.53.4.13 m_size_box_w

```
int seq64::perfroll::m_size_box_w  [private]
```

It is used in drawing the short lines of the small box that sits at the top-left and bottom-right corners of each segment in the pattern editor. These can be used to lengthen and shorten a section in the song editor. We will increase this size, perhaps double it, to make it easier to grab.

13.53.4.14 m_measure_length

```
int seq64::perfroll::m_measure_length  [private]
```

13.53.4.15 m_beat_length

```
int seq64::perfroll::m_beat_length  [private]
```

13.53.4.16 m_old_progress_ticks

```
midipulse seq64::perfroll::m_old_progress_ticks  [private]
```

See the draw_progress() function. This could almost be static inside that function.

13.53.4.17 m_have_button_press

```
bool seq64::perfroll::m_have_button_press  [private]
```

13.53.4.18 m_transport_follow

```
bool seq64::perfroll::m_transport_follow  [private]
```

The alternative is ...?

13.53.4.19 m_trans_button_press

```
bool seq64::perfroll::m_trans_button_press  [private]
```

13.53.4.20 m_4bar_offset

```
midipulse seq64::perfroll::m_4bar_offset  [private]
```

Used in drawing the progress bar and the sequence events. Also used in convert_x() and convert_xy(). This used to be the offset in units of bar ticks, but now we use it as a full-fledged ticks value. See the change_horz() function.

13.53.4.21 m_sequence_offset

```
int seq64::perfroll::m_sequence_offset  [private]
```

It is obtained or changed when the vertical scroll-bar moves. It is used for drawing the correct vertical window in the piano roll.

13.53.4.22 m_roll_length_ticks

```
int seq64::perfroll::m_roll_length_ticks  [private]
```

Calculated in init_before_show() based on the maximum trigger found in the perform object, the ticks/bar, the P↩ PQN, and the page factor. Also can be increased in size in the increment_size() function [tied to the Grow button]. Used in update_sizes().

13.53.4.23 m_drop_tick

```
midipulse seq64::perfroll::m_drop_tick  [private]
```

Used only by the friend modules perfroll_input and fruityperfroll_input.

13.53.4.24 m_drop_tick_trigger_offset

```
midipulse seq64::perfroll::m_drop_tick_trigger_offset  [private]
```

Used only by the friend modules perfroll_input and fruityperfroll_input.

13.53.4.25 m_drop_sequence

```
int seq64::perfroll::m_drop_sequence  [private]
```

Used for redrawing the sequence.

13.53.4.26 m_sequence_max

```
int seq64::perfroll::m_sequence_max  [private]
```

13.53.4.27 m_sequence_active

```
bool seq64::perfroll::m_sequence_active[c_max_sequence]  [private]
```

Not sure yet why we can't just use the sequence's member function to access this status boolean.

13.53.4.28 m_fruity_interaction

```
FruityPerfInput seq64::perfroll::m_fruity_interaction  [private]
```

Even if the user specifies the fruity interaction, the Seq24 interaction is still needed to handle our new keystroke support for the perfroll. We need both objects to exist all the time, similar to the Fruity/Seq24 roles in the seqroll object.

Obsolete AbstractPerfInput * m_interaction

13.53.4.29 m_seq24_interaction

```
Seq24PerfInput seq64::perfroll::m_seq24_interaction  [private]
```

13.53.4.30 m_interaction

```
AbstractPerfInput& seq64::perfroll::m_interaction  [private]
```

13.53.4.31 m_moving

```
bool seq64::perfroll::m_moving  [private]
```

13.53.4.32 m_growing

```
bool seq64::perfroll::m_growing  [private]
```

13.53.4.33 m_grow_direction

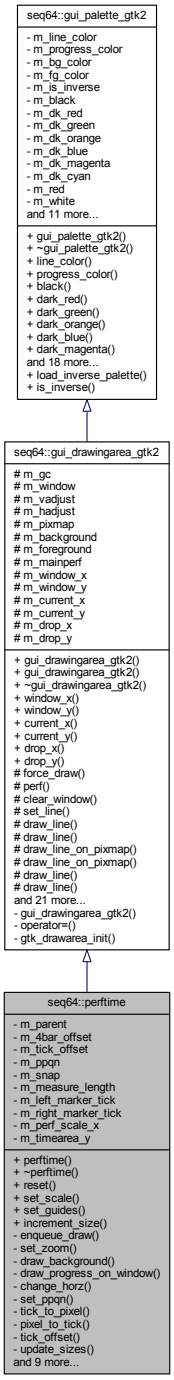
```
bool seq64::perfroll::m_grow_direction  [private]
```

Determines whether the section is growing to the left or to the right.

13.54 seq64::perftime Class Reference

This class implements drawing the piano time at the top of the "performance window" (the "song editor").

Inheritance diagram for seq64::perftime:



Public Member Functions

- perftime (perform &perf, perfedit &parent, Gtk::Adjustment &hadjust, int ppqn=SEQ64_USE_DEFAULT_P↩ PQN)

Principal constructor.

- virtual ~perftime ()

  Let's provide a do-nothing virtual destructor.
- void reset ()
- void set_scale (int scale)
- void set_guides (int snap, int measure)

  Sets the m_snap value and the m_measure_length members directly from the function parameters, which are in units of pulses (sometimes misleadingly called "ticks".)
- void increment_size ()

  This function does nothing.

Private Member Functions

- void enqueue_draw ()

  Wraps queue_draw() and forwards the call to the parent perfedit, so that it can forward it to any other perfedit that exists.
- void set_zoom (int z)

  Implements the horizontal zoom feature.
- void draw_background ()

  Separated out the drawing done in on_expose_event(), so that it can be redone when the zoom changes.
- void draw_progress_on_window ()
- void change_horz ()

  Changes the m_4bar_offset and queues a draw operation.
- void set_ppqn (int ppqn)

  Handles changes to the PPQN value in one place.
- long tick_to_pixel (midipulse tick)

  Common calculation to convert a pulse/tick value to a perftime x value.
- midipulse pixel_to_tick (long pixel)

  The inverse of tick_to_pixel().
- int tick_offset ()

  Centralizes calculation of the tick offset of the time bar.
- void update_sizes ()

  This function does nothing.
- int idle_progress ()

  This function just returns true.
- void update_pixmap ()

  This function does nothing.
- void draw_pixmap_on_window ()

  This function does nothing.
- void on_realize ()

  Implements the on-realization event, then allocates some resources the could not be allocated in the constructor.
- bool on_expose_event (GdkEventExpose *ev)

  Implements the on-expose event.
- bool on_button_press_event (GdkEventButton *ev)

  Implement the button-press event to set the L and R ticks.
- void on_size_allocate (Gtk::Allocation &r)

  Implements a size-allocation event.
- bool on_button_release_event (GdkEventButton *)

  This button-release handler does nothing.
- bool key_press_event (GdkEventKey *ev)

  This callback function handles a key-press event.

Private Attributes

- perfedit & m_parent

  Provides a link to the perfedit that created this object.
- int m_4bar_offset

  Not yet sure exactly what this member represents.
- int m_tick_offset

  This member is m_4bar_offset times 16 times the current PPQN, to save some calculations and centralize this value.
- int m_ppqn

  The current value of PPQN, which we are trying to get to work everywhere, when PPQN is changed from the global ppqn = 192.
- int m_snap

  Snap value, starts out very small, equal to m_ppqn.
- int m_measure_length

  Provides the length of a measure in pulses or ticks.
- int m_left_marker_tick

  Holds the current location of the left (L) marker when arrow movement is in force.
- int m_right_marker_tick

  Holds the current location of the right (R) marker when arrow movement is in force.
- int m_perf_scale_x

  A class version of the global c_perf_scale_x factor.
- int m_timearea_y

  A class version of the global c_timerarea_y factor.

Friends

- class perfedit

Additional Inherited Members

13.54.1 Constructor & Destructor Documentation

13.54.1.1 perftime()

```
seq64::perftime::perftime (
            perform & p,
            perfedit & parent,
            Gtk::Adjustment & hadjust,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

In the constructor you can only allocate colors; get_window() returns 0 because we have not been realized.

Note

Note that we still have to use a global constant in the base-class constructor; we cannot assign it to the corresponding member beforehand.

Parameters

p	Provides a reference to the main performance object of the application.
parent	Provides a reference to the object that contains this object, so that this object can tell the parent to queue up a drawing operation.
hadjust	Provides the horizontal scrollbar object needed so that perftime can respond to scrollbar cursor/thumb movement.
ppqn	An optional override of the default PPQN value for the application.

13.54.1.2 ~perftime()

```
virtual seq64::perftime::~perftime ( )  [inline], [virtual]
```

13.54.2 Member Function Documentation

13.54.2.1 reset()

```
void seq64::perftime::reset ( )
```

13.54.2.2 set_scale()

```
void seq64::perftime::set_scale (
            int scale )
```

13.54.2.3 set_guides()

```
void seq64::perftime::set_guides (
            int snap,
            int measure )
```

This function then fills in the background, and queues up a draw operation.

Parameters

snap	Provides the number of snap-pulses (pulses per snap interval) as calculated in perfedit::set_guides(). This is actually equal to the measure-pulses divided by the snap value in perfedit; the snap value defaults to 8.
measure	Provides the number of measure-pulses (pulses per measure) as calculated in perfedit::set_guides().

13.54.2.4 increment_size()

```
void seq64::perftime::increment_size ( )  [inline]
```

Compare it to perfroll::increment_size().

13.54.2.5 enqueue_draw()

```
void seq64::perftime::enqueue_draw ( )  [private]
```

The parent perfedit will call perftime::queue_draw() on behalf of this object, and it will pass a perftime::enqueue_draw() to the peer perfedit's perftime, if the peer exists.

13.54.2.6 set_zoom()

```
void seq64::perftime::set_zoom (
            int z )  [private]
```

Redraws the background if the new zoom checked out.

Parameters

z	Provides the zoom value, which is checked, and then copied into m_perf_scale_x.

13.54.2.7 draw_background()

```
void seq64::perftime::draw_background ( )  [private]
```

Note that m_measure_length == 0 will cause integer overflow.

13.54.2.8 draw_progress_on_window()

```
void seq64::perftime::draw_progress_on_window ( )  [private]
```

13.54.2.9 change_horz()

```
void seq64::perftime::change_horz ( )  [private]
```

Again, uses the constant, 16 [now offloaded to the new tick_offset() function.].

13.54.2.10 set_ppqn()

```
void seq64::perftime::set_ppqn (
            int ppqn )  [private]
```

It also modifies m_snap, m_measure_length (but always for four measures!), and m_tick_offset.

Todo We need make the 4 constant variable per the number of beats (quarter-notes) per bar, and also at least make 16 (4x4) a meaningful manifest constant.

Parameters

ppqn	The override value for the PPQN.

13.54.2.11 tick_to_pixel()

```
long seq64::perftime::tick_to_pixel (
            midipulse tick )  [inline], [private]
```

Parameters

tick	The horizontal tick value to convert to an x pixel value, based on tick-offset and the x-scale.

Returns

Returns the x-pixel representing the time location parameter.

13.54.2.12 pixel_to_tick()

```
midipulse seq64::perftime::pixel_to_tick (
            long pixel )  [inline], [private]
```

Parameters

pixel	The pixel value.

Returns

Returns the time value represented b the pixel.

13.54.2.13 tick_offset()

```
int seq64::perftime::tick_offset ( )  [inline], [private]
```

Returns

Returns m_4bar_offset $*$ 16 $*$ m_ppqn.

13.54.2.14 update_sizes()

```
void seq64::perftime::update_sizes ( )  [inline], [private]
```

13.54.2.15 idle_progress()

```
int seq64::perftime::idle_progress ( )  [inline], [private]
```

13.54.2.16 update_pixmap()

```
void seq64::perftime::update_pixmap ( )  [inline], [private]
```

13.54.2.17 draw_pixmap_on_window()

```
void seq64::perftime::draw_pixmap_on_window ( )  [inline], [private]
```

13.54.2.18 on_realize()

```
void seq64::perftime::on_realize ( )  [private]
```

It is important to call the base-class version of this function.

The former work of this function is now done in base-class's on_realize() and in its constructor now.

```
        m_window = get_window();
        m_gc = Gdk::GC::create(m_window);
        m_window->clear();
        set_size_request(10, m_timearea_y);
```

13.54.2.19 on_expose_event()

```
bool seq64::perftime::on_expose_event (
            GdkEventExpose * ev )  [private]
```

Redraws the background.

Note

The perfedit object is created early on. When brought on-screen from mainwnd (the main window), first, perftime::on_realize() is called, then this event is called.

Parameters

ev	The expose event, not used.

Returns

Always returns true.

13.54.2.20 on_button_press_event()

```
bool seq64::perftime::on_button_press_event (
            GdkEventButton * p0 )  [private]
```

Added functionality to try to set the start-tick if ctrl-left-click is pressed.

Parameters

p0	The button event.

Returns

Always returns true.

Why is setting the start-tick disabled? We re-enable it and see if it works. To our surprise, it works, but it sticks between stop/pause and the next playback in the performance editor. We added a feature where stop sets the start-tick to the left tick (or the beginning tick).

13.54.2.21 on_size_allocate()

```
void seq64::perftime::on_size_allocate (
            Gtk::Allocation & r )  [private]
```

13.54.2.22 on_button_release_event()

```
bool seq64::perftime::on_button_release_event (
            GdkEventButton *  )  [inline], [private]
```

"ev", The button event parameter, is not used.

Returns

Always returns false

13.54.2.23 key_press_event()

```
bool seq64::perftime::key_press_event (
            GdkEventKey * ev )  [private]
```

Can't get the keystroke events to be seen by perfroll or perftime here using the normal callback function for keystrokes, and not sure why. The perfedit object can call this function, and that call works, so the perfedit class, which does get keystrokes, calls this function to do the work.

This function uses the "l" key to activate the movement of the "L" marker with the arrow keys, by the interval of on snap value for each press. It also uses the "r" key to activate the movement of the "R" marker, and the "x" to deactivate either movement move.

Be aware that there is no visual feedback, as yet, that one is in the movement mode.

Also be aware the changing the name of this function from "key_press_event()" to "on_key_press_event()" will disrupt the process, causing keystrokes to not get here. Too tricky.

13.54.3 Friends And Related Function Documentation

13.54.3.1 perfedit

```
friend class perfedit  [friend]
```

13.54.4 Field Documentation

13.54.4.1 m_parent

```
perfedit& seq64::perftime::m_parent  [private]
```

We want to support two perfedit windows, but the children of perfedit will have to communicate changes requiring a redraw through the parent.

13.54.4.2 m_4bar_offset

```
int seq64::perftime::m_4bar_offset  [private]
```

Also, why always 4/16 in the calculations of this value? Might be able to get rid of this member, though it's a bit tricky.

13.54.4.3 m_tick_offset

```
int seq64::perftime::m_tick_offset  [private]
```

Why 16?

13.54.4.4 m_ppqn

```
int seq64::perftime::m_ppqn  [private]
```

13.54.4.5 m_snap

```
int seq64::perftime::m_snap  [private]
```

13.54.4.6 m_measure_length

```
int seq64::perftime::m_measure_length  [private]
```

This value is m_ppqn $*$ 4, though eventually we want to employ a more flexible representation of measure length. Supports perftime's keystroke processing.

13.54.4.7 m_left_marker_tick

```
int seq64::perftime::m_left_marker_tick  [private]
```

Otherwise it is -1. Supports perftime's keystroke processing.

13.54.4.8 m_right_marker_tick

```
int seq64::perftime::m_right_marker_tick  [private]
```

Otherwise it is -1. Supports perftime's keystroke processing.

13.54.4.9 m_perf_scale_x

```
int seq64::perftime::m_perf_scale_x  [private]
```

13.54.4.10 m_timearea_y

```
int seq64::perftime::m_timearea_y  [private]
```

13.55 seq64::rc_settings Class Reference

This class contains the options formerly named "global_xxxxxx".

Public Member Functions

- rc_settings ()
  Default constructor.
- rc_settings (const rc_settings &rhs)
  Copy constructor.
- rc_settings & operator= (const rc_settings &rhs)
  Principal assignment operator.
- std::string config_filespec () const
  Constructs the full path and file specification for the "rc" file based on whether or not the legacy Seq24 filenames are being used.
- std::string user_filespec () const
  Constructs the full path and file specification for the "user" file based on whether or not the legacy Seq24 filenames are being used.
- void set_defaults ()
  Sets the default values.
- bool auto_option_save () const
  'Getter' function for member m_auto_option_save
- bool legacy_format () const
  'Getter' function for member m_legacy_format
- bool lash_support () const
  'Getter' function for member m_lash_support

- bool allow_mod4_mode () const

  'Getter' function for member m_allow_mod4_mode
- bool allow_snap_split () const

  'Getter' function for member m_allow_snap_split
- bool allow_click_edit () const

  'Getter' function for member m_allow_click_edit
- bool show_midi () const

  'Getter' function for member m_show_midi
- bool priority () const

  'Getter' function for member m_priority
- bool stats () const

  'Getter' function for member m_stats
- bool pass_sysex () const

  'Getter' function for member m_pass_sysex
- bool with_jack_transport () const

  'Getter' function for member m_with_jack_transport
- bool with_jack_master () const

  'Getter' function for member m_with_jack_master
- bool with_jack_master_cond () const

  'Getter' function for member m_with_jack_master_cond
- bool with_jack () const

  'Getter' function for member m_with_jack_transport m_with_jack_master, and m_with_jack_master_cond, to save client code some trouble.
- bool filter_by_channel () const

  'Getter' function for member m_song_start_mode,
- bool manual_alsa_ports () const

  'Getter' function for member m_manual_alsa_ports
- bool reveal_alsa_ports () const

  'Getter' function for member m_reveal_alsa_ports
- bool print_keys () const

  'Getter' function for member m_print_keys
- bool device_ignore () const

  'Getter' function for member m_device_ignore
- int device_ignore_num () const

  'Getter' function for member m_device_ignore_num
- interaction_method_t interaction_method () const

  'Getter' function for member m_interaction_method
- const std::string & filename () const

  'Getter' function for member m_filename
- const std::string & jack_session_uuid () const

  'Getter' function for member m_jack_session_uuid
- const std::string & last_used_dir () const

  'Getter' function for member m_last_used_dir
- const std::string & config_directory () const

  'Getter' function for member m_config_directory
- const std::string & config_filename () const

  'Getter' function for member m_config_filename
- const std::string & user_filename () const

  'Getter' function for member m_user_filename
- const std::string & config_filename_alt () const

  'Getter' function for member m_config_filename_alt;
- const std::string & user_filename_alt () const

  'Getter' function for member m_user_filename_alt

Protected Member Functions

- void auto_option_save (bool flag)

  'Setter' function for member m_auto_option_save
- void legacy_format (bool flag)

  'Setter' function for member m_legacy_format
- void lash_support (bool flag)

  'Setter' function for member m_lash_support
- void allow_mod4_mode (bool flag)

  'Setter' function for member m_allow_mod4_mode
- void allow_snap_split (bool flag)

  'Setter' function for member m_allow_snap_split
- void allow_click_edit (bool flag)

  'Setter' function for member m_allow_click_edit
- void show_midi (bool flag)

  'Setter' function for member m_show_midi
- void priority (bool flag)

  'Setter' function for member m_priority
- void stats (bool flag)

  'Setter' function for member m_stats
- void pass_sysex (bool flag)

  'Setter' function for member m_pass_sysex
- void with_jack_transport (bool flag)

  'Setter' function for member m_with_jack_transport
- void with_jack_master (bool flag)

  'Setter' function for member m_with_jack_master
- void with_jack_master_cond (bool flag)

  'Setter' function for member m_with_jack_master_cond
- void filter_by_channel (bool flag)

  'Setter' function for member m_song_start_mode,
- void manual_alsa_ports (bool flag)

  'Setter' function for member m_manual_alsa_ports
- void reveal_alsa_ports (bool flag)

  'Setter' function for member m_reveal_alsa_ports
- void print_keys (bool flag)

  'Setter' function for member m_print_keys
- void device_ignore (bool flag)

  'Setter' function for member m_device_ignore
- void device_ignore_num (int value)

  'Setter' function for member m_device_ignore_num However, please note that this value, while set in the options processing of the main module, does not appear to be used anywhere in the code in seq24, Sequencer24, and this application.
- void interaction_method (interaction_method_t value)

  'Setter' function for member m_interaction_method
- void filename (const std::string &value)

  'Setter' function for member m_filename
- void jack_session_uuid (const std::string &value)

  'Setter' function for member m_jack_session_uuid
- void last_used_dir (const std::string &value)

  'Setter' function for member m_last_used_dir
- void config_directory (const std::string &value)

'Setter' function for member m_config_directory

- void set_config_files (const std::string &value)

  'Setter' function for member m_config_filename and m_user_filename
- void config_filename (const std::string &value)

  'Setter' function for member m_config_filename ("rc")
- void user_filename (const std::string &value)

  'Setter' function for member m_user_filename ("usr")
- void config_filename_alt (const std::string &value)

  'Setter' function for member m_config_filename_alt
- void user_filename_alt (const std::string &value)

  'Setter' function for member m_user_filename_alt

Private Member Functions

- std::string home_config_directory () const

  Provides the directory for the configuration file, and also creates the directory if necessary.

Private Attributes

- bool m_auto_option_save

  [auto-option-save] setting.
- bool m_legacy_format

  Write files in legacy format.
- bool m_lash_support

  Enable LASH, if compiled in.
- bool m_allow_mod4_mode

  Allow Mod4 to hold drawing mode.
- bool m_allow_snap_split

  Allow snap-split of a trigger.
- bool m_allow_click_edit

  Allow double-click edit pattern.
- bool m_show_midi

  Show MIDI events to console.
- bool m_priority

  Run at high priority (Linux only).
- bool m_stats

  Show some output statistics.
- bool m_pass_sysex

  Pass SysEx to outputs, not ready.
- bool m_with_jack_transport

  Enable synchrony with JACK.
- bool m_with_jack_master

  Serve as a JACK transport Master.
- bool m_with_jack_master_cond

  Serve as JACK Master if possible.
- bool m_filter_by_channel

  Record only sequence channel data.
- bool m_manual_alsa_ports

  [manual-alsa-ports] setting.

- bool m_reveal_alsa_ports
  [reveal-alsa-ports] setting.
- bool m_print_keys
  Show hot-key in main window slot.
- bool m_device_ignore
  From seq24 module, unused!
- int m_device_ignore_num
  From seq24 module, unused!
- interaction_method_t m_interaction_method
  [interaction-method]
- std::string m_filename
  Provides the name of current MIDI file.
- std::string m_jack_session_uuid
  Holds the JACK UUID value that makes this JACK connection unique.
- std::string m_last_used_dir
  Holds the directory from which the last MIDI file was opened (or saved).
- std::string m_config_directory
  Holds the current "rc" and "user" configuration directory.
- std::string m_config_filename
  Holds the current "rc" configuration filename.
- std::string m_user_filename
  Holds the current "user" configuration filename.
- std::string m_config_filename_alt
  Holds the legacy "rc" filename, ".seq24rc".
- std::string m_user_filename_alt
  Holds the legacy "user" filename, ".seq24usr".

Friends

- class optionsfile
- class options
- class mainwnd
- int parse_command_line_options (perform &p, int argc, char ∗argv [ ])
  Parses the command-line options on behalf of the application.
- bool help_check (int argc, char ∗argv [ ])
  Checks to see if the first option is a help or version argument, just so we can skip the "Reading configuration ..." messages.

13.55.1 Detailed Description

It gives us a whole lot more encapsulation and control over how the options of the "rc" file (optionsfile) are set and used. Note that this class does not support the hot-keys options; those are handled in the keys_perform class.

13.55.2 Constructor & Destructor Documentation

13.55.2.1 rc_settings() [1/2]

```
seq64::rc_settings::rc_settings ( )
```

13.55.2.2 rc_settings() [2/2]

```
seq64::rc_settings::rc_settings (
            const rc_settings & rhs )
```

Parameters

rhs	The source of the data for the copy.

13.55.3 Member Function Documentation

13.55.3.1 operator=()

```
rc_settings & seq64::rc_settings::operator= (
            const rc_settings & rhs )
```

Parameters

rhs	The source of the data for the assignment.

Returns

Returns a reference to the destination for use in serial assignments.

13.55.3.2 config_filespec()

```
std::string seq64::rc_settings::config_filespec ( ) const
```

Returns

If home_config_directory() returns a non-empty string, then the legacy or normal "rc" configuration file-name is appended to that result, and returned. Otherwise, an empty string is returned.

13.55.3.3 user_filespec()

```
std::string seq64::rc_settings::user_filespec ( ) const
```

Returns

If home_config_directory() returns a non-empty string, then the legacy or normal "user" configuration file-name is appended to that result, and returned. Otherwise, an empty string is returned.

13.55.3.4 set_defaults()

```
void seq64::rc_settings::set_defaults ( )
```

13.55.3.5 auto_option_save() [1/2]

```
bool seq64::rc_settings::auto_option_save ( ) const  [inline]
```

13.55.3.6 legacy_format() [1/2]

```
bool seq64::rc_settings::legacy_format ( ) const  [inline]
```

13.55.3.7 lash_support() [1/2]

```
bool seq64::rc_settings::lash_support ( ) const  [inline]
```

13.55.3.8 allow_mod4_mode() [1/2]

```
bool seq64::rc_settings::allow_mod4_mode ( ) const  [inline]
```

13.55.3.9 allow_snap_split() [1/2]

```
bool seq64::rc_settings::allow_snap_split ( ) const  [inline]
```

13.55.3.10 allow_click_edit() [1/2]

```
bool seq64::rc_settings::allow_click_edit ( ) const  [inline]
```

13.55.3.11 show_midi() [1/2]

```
bool seq64::rc_settings::show_midi ( ) const  [inline]
```

13.55.3.12 priority() [1/2]

```
bool seq64::rc_settings::priority ( ) const  [inline]
```

13.55.3.13 stats() [1/2]

```
bool seq64::rc_settings::stats ( ) const  [inline]
```

13.55.3.14 pass_sysex() [1/2]

```
bool seq64::rc_settings::pass_sysex ( ) const  [inline]
```

13.55.3.15 with_jack_transport() [1/2]

```
bool seq64::rc_settings::with_jack_transport ( ) const  [inline]
```

13.55.3.16 with_jack_master() [1/2]

```
bool seq64::rc_settings::with_jack_master ( ) const  [inline]
```

13.55.3.17 with_jack_master_cond() [1/2]

```
bool seq64::rc_settings::with_jack_master_cond ( ) const  [inline]
```

13.55.3.18 with_jack()

```
bool seq64::rc_settings::with_jack ( ) const  [inline]
```

13.55.3.19 filter_by_channel() [1/2]

```
bool seq64::rc_settings::filter_by_channel ( ) const  [inline]
```

bool song_start_mode () const { return m_song_start_mode; } *'Getter' function* for member *m_filter_by_channel*

13.55.3.20 manual_alsa_ports() [1/2]

```
bool seq64::rc_settings::manual_alsa_ports ( ) const  [inline]
```

13.55.3.21 reveal_alsa_ports() [1/2]

```
bool seq64::rc_settings::reveal_alsa_ports ( ) const  [inline]
```

13.55.3.22 print_keys() [1/2]

```
bool seq64::rc_settings::print_keys ( ) const  [inline]
```

13.55.3.23 device_ignore() [1/2]

```
bool seq64::rc_settings::device_ignore ( ) const  [inline]
```

13.55.3.24 device_ignore_num() [1/2]

```
int seq64::rc_settings::device_ignore_num ( ) const  [inline]
```

13.55.3.25 interaction_method() [1/2]

```
interaction_method_t seq64::rc_settings::interaction_method ( ) const  [inline]
```

13.55.3.26 filename() [1/2]

```
const std::string& seq64::rc_settings::filename ( ) const  [inline]
```

13.55.3.27 jack_session_uuid() [1/2]

```
const std::string& seq64::rc_settings::jack_session_uuid ( ) const  [inline]
```

13.55.3.28 last_used_dir() [1/2]

```
const std::string& seq64::rc_settings::last_used_dir ( ) const  [inline]
```

13.55.3.29 config_directory() [1/2]

```
const std::string& seq64::rc_settings::config_directory ( ) const  [inline]
```

13.55.3.30 config_filename() [1/2]

```
const std::string& seq64::rc_settings::config_filename ( ) const  [inline]
```

13.55.3.31 user_filename() [1/2]

```
const std::string& seq64::rc_settings::user_filename ( ) const  [inline]
```

13.55.3.32 config_filename_alt() [1/2]

```
const std::string& seq64::rc_settings::config_filename_alt ( ) const  [inline]
```

13.55.3.33 user_filename_alt() [1/2]

```
const std::string& seq64::rc_settings::user_filename_alt ( ) const  [inline]
```

13.55.3.34 auto_option_save() [2/2]

```
void seq64::rc_settings::auto_option_save (
            bool flag )  [inline], [protected]
```

13.55.3.35 legacy_format() [2/2]

```
void seq64::rc_settings::legacy_format (
            bool flag )  [inline], [protected]
```

13.55.3.36 lash_support() [2/2]

```
void seq64::rc_settings::lash_support (
            bool flag )  [inline], [protected]
```

13.55.3.37 allow_mod4_mode() [2/2]

```
void seq64::rc_settings::allow_mod4_mode (
            bool flag )  [inline], [protected]
```

13.55.3.38 allow_snap_split() [2/2]

```
void seq64::rc_settings::allow_snap_split (
            bool flag )  [inline], [protected]
```

13.55.3.39 allow_click_edit() [2/2]

```
void seq64::rc_settings::allow_click_edit (
            bool flag )  [inline], [protected]
```

13.55.3.40 show_midi() [2/2]

```
void seq64::rc_settings::show_midi (
            bool flag )  [inline], [protected]
```

13.55.3.41 priority() [2/2]

```
void seq64::rc_settings::priority (
            bool flag )  [inline], [protected]
```

13.55.3.42 stats() [2/2]

```
void seq64::rc_settings::stats (
            bool flag )  [inline], [protected]
```

13.55.3.43 pass_sysex() [2/2]

```
void seq64::rc_settings::pass_sysex (
            bool flag )  [inline], [protected]
```

13.55.3.44 with_jack_transport() [2/2]

```
void seq64::rc_settings::with_jack_transport (
            bool flag )  [inline], [protected]
```

13.55.3.45 with_jack_master() [2/2]

```
void seq64::rc_settings::with_jack_master (
            bool flag )  [inline], [protected]
```

13.55.3.46 with_jack_master_cond() [2/2]

```
void seq64::rc_settings::with_jack_master_cond (
            bool flag )  [inline], [protected]
```

13.55.3.47 filter_by_channel() [2/2]

```
void seq64::rc_settings::filter_by_channel (
            bool flag )  [inline], [protected]
```

void song_start_mode (bool flag) { m_song_start_mode = flag; } *'Setter' function* for member *m_filter_by_channel*

13.55.3.48 manual_alsa_ports() [2/2]

```
void seq64::rc_settings::manual_alsa_ports (
            bool flag )  [inline], [protected]
```

13.55.3.49 reveal_alsa_ports() [2/2]

```
void seq64::rc_settings::reveal_alsa_ports (
            bool flag )  [inline], [protected]
```

13.55.3.50 print_keys() [2/2]

```
void seq64::rc_settings::print_keys (
            bool flag )  [inline], [protected]
```

13.55.3.51 device_ignore() [2/2]

```
void seq64::rc_settings::device_ignore (
            bool flag )  [inline], [protected]
```

13.55.3.52 device_ignore_num() [2/2]

```
void seq64::rc_settings::device_ignore_num (
            int value )  [protected]
```

Parameters

value	The value to use to make the setting.

13.55.3.53 interaction_method() [2/2]

```
void seq64::rc_settings::interaction_method (
            interaction_method_t value )  [protected]
```

Parameters

value	The value to use to make the setting.

13.55.3.54 filename() [2/2]

```
void seq64::rc_settings::filename (
            const std::string & value )  [protected]
```

Parameters

value	The value to use to make the setting.

13.55.3.55 jack_session_uuid() [2/2]

```
void seq64::rc_settings::jack_session_uuid (
            const std::string & value )  [protected]
```

Parameters

value	The value to use to make the setting.

13.55.3.56 last_used_dir() [2/2]

```
void seq64::rc_settings::last_used_dir (
            const std::string & value )  [protected]
```

Parameters

value	The value to use to make the setting.

13.55.3.57 config_directory() [2/2]

```
void seq64::rc_settings::config_directory (
```

```
            const std::string & value )  [protected]
```

Parameters

value	The value to use to make the setting.

13.55.3.58 set_config_files()

```
void seq64::rc_settings::set_config_files (
            const std::string & value )  [protected]
```

Implements the –config option to change both configuration files ("rc" and "usr") with one option.

Parameters

value	The value to use to make the setting, if the string is not empty. If the value has an extension, it is stripped first.

13.55.3.59 config_filename() [2/2]

```
void seq64::rc_settings::config_filename (
            const std::string & value )  [protected]
```

Parameters

value	The value to use to make the setting, if the string is not empty. If there is no period in the string, then ".rc" is appended to the end of the filename.

13.55.3.60 user_filename() [2/2]

```
void seq64::rc_settings::user_filename (
            const std::string & value )  [protected]
```

Parameters

value	The value to use to make the setting, if the string is not empty. If there is no period in the string, then ".usr" is appended to the end of the filename.

13.55.3.61 config_filename_alt() [2/2]

```
void seq64::rc_settings::config_filename_alt (
            const std::string & value )  [protected]
```

Parameters

value	The value to use to make the setting, if the string is not empty.

13.55.3.62 user_filename_alt() [2/2]

```
void seq64::rc_settings::user_filename_alt (
            const std::string & value )  [protected]
```

Parameters

value	The value to use to make the setting.

13.55.3.63 home_config_directory()

```
std::string seq64::rc_settings::home_config_directory ( ) const  [private]
```

If the legacy format is in force, then the home directory for the configuration is (in Linux) "/home/username", and the configuration file is ".seq24rc".

If the new format is in force, then the home directory is (in Linux) "/home/username/.config/sequencer64", and the configuration file is "sequencer64.rc".

Returns

Returns the selected home configuration directory. If it does not exist, or could not be created, then an empty string is returned.

13.55.4 Friends And Related Function Documentation

13.55.4.1 optionsfile

```
friend class optionsfile  [friend]
```

13.55.4.2 options

```
friend class options  [friend]
```

13.55.4.3 mainwnd

```
friend class mainwnd  [friend]
```

13.55.4.4 parse_command_line_options

```
int parse_command_line_options (
            perform & p,
            int argc,
            char * argv[] )  [friend]
```

Note that, since we call this function twice (once before the configuration files are parsed, and once after), we have to make sure that the global value optind is reset to 0 before calling this function. Note that the traditional reset value for optind is 1, but 0 is used in GNU code to trigger the internal initialization routine of get_opt().

Parameters

p	The performance object that implements some of the command-line options.
argc	The number of command-line arguments.
argv	The array of command-line argument pointers.

Returns

Returns the value of optind if no help-related options were provided.

13.55.4.5 help_check

```
bool help_check (
            int argc,
            char * argv[] )  [friend]
```

Also check for the –legacy option. Finally, it also checks for the "?" option that people sometimes use as a guess to get help.

Parameters

argc	The number of command-line arguments.
argv	The array of command-line argument pointers.

Returns

Returns true only if -v, -V, –version, -h, –help, or "?" were encountered. If the legacy options occurred, then rc().legacy_format(true) is called, as a side effect, because it will be needed before we parse the options.

13.55.5 Field Documentation

13.55.5.1 m_auto_option_save

```
bool seq64::rc_settings::m_auto_option_save  [private]
```

13.55.5.2 m_legacy_format

```
bool seq64::rc_settings::m_legacy_format  [private]
```

13.55.5.3 m_lash_support

```
bool seq64::rc_settings::m_lash_support  [private]
```

13.55.5.4 m_allow_mod4_mode

```
bool seq64::rc_settings::m_allow_mod4_mode  [private]
```

13.55.5.5 m_allow_snap_split

```
bool seq64::rc_settings::m_allow_snap_split  [private]
```

13.55.5.6 m_allow_click_edit

```
bool seq64::rc_settings::m_allow_click_edit  [private]
```

13.55.5.7 m_show_midi

```
bool seq64::rc_settings::m_show_midi  [private]
```

13.55.5.8 m_priority

```
bool seq64::rc_settings::m_priority  [private]
```

13.55.5.9 m_stats

```
bool seq64::rc_settings::m_stats  [private]
```

13.55.5.10 m_pass_sysex

```
bool seq64::rc_settings::m_pass_sysex  [private]
```

13.55.5.11 m_with_jack_transport

```
bool seq64::rc_settings::m_with_jack_transport  [private]
```

13.55.5.12 m_with_jack_master

```
bool seq64::rc_settings::m_with_jack_master  [private]
```

13.55.5.13 m_with_jack_master_cond

```
bool seq64::rc_settings::m_with_jack_master_cond  [private]
```

13.55.5.14 m_filter_by_channel

```
bool seq64::rc_settings::m_filter_by_channel  [private]
```

13.55.5.15 m_manual_alsa_ports

```
bool seq64::rc_settings::m_manual_alsa_ports  [private]
```

13.55.5.16 m_reveal_alsa_ports

```
bool seq64::rc_settings::m_reveal_alsa_ports  [private]
```

13.55.5.17 m_print_keys

```
bool seq64::rc_settings::m_print_keys  [private]
```

13.55.5.18 m_device_ignore

```
bool seq64::rc_settings::m_device_ignore  [private]
```

13.55.5.19 m_device_ignore_num

```
int seq64::rc_settings::m_device_ignore_num  [private]
```

13.55.5.20 m_interaction_method

```
interaction_method_t seq64::rc_settings::m_interaction_method  [private]
```

13.55.5.21 m_filename

```
std::string seq64::rc_settings::m_filename  [private]
```

13.55.5.22 m_jack_session_uuid

```
std::string seq64::rc_settings::m_jack_session_uuid  [private]
```

13.55.5.23 m_last_used_dir

```
std::string seq64::rc_settings::m_last_used_dir  [private]
```

13.55.5.24 m_config_directory

```
std::string seq64::rc_settings::m_config_directory  [private]
```

This value is "~/.config/sequencer64" by default.

13.55.5.25 m_config_filename

```
std::string seq64::rc_settings::m_config_filename  [private]
```

This value is "sequencer64.rc" by default.

13.55.5.26 m_user_filename

```
std::string seq64::rc_settings::m_user_filename  [private]
```

This value is "sequencer64.usr" by default.

13.55.5.27 m_config_filename_alt

```
std::string seq64::rc_settings::m_config_filename_alt  [private]
```

13.55.5.28 m_user_filename_alt

```
std::string seq64::rc_settings::m_user_filename_alt  [private]
```

13.56 seq64::rect Class Reference

A small helper class representing a rectangle.

Data Fields

- int x

  The x-coordinate of the origin of the rectangle.
- int y

  The y-coordinate of the origin of the rectangle.
- int height

  The height of the rectangle, in units of pixels.
- int width

  The width of the rectangle, in units of pixels.

13.56.1 Field Documentation

13.56.1.1 x

```
int seq64::rect::x
```

13.56.1.2 y

```
int seq64::rect::y
```

13.56.1.3 height

```
int seq64::rect::height
```

13.56.1.4 width

```
int seq64::rect::width
```

13.57 seq64::gui_drawingarea_gtk2::rect Struct Reference

A small helper structure representing a rectangle.

Data Fields

- int x
- int y
- int height
- int width

13.57.1 Field Documentation

13.57.1.1 x

```
int seq64::gui_drawingarea_gtk2::rect::x
```

13.57.1.2 y

```
int seq64::gui_drawingarea_gtk2::rect::y
```

13.57.1.3 height

```
int seq64::gui_drawingarea_gtk2::rect::height
```

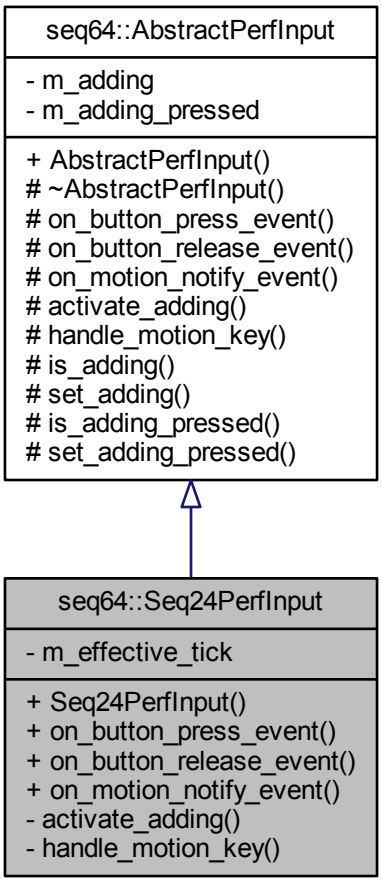
13.57.1.4 width

```
int seq64::gui_drawingarea_gtk2::rect::width
```

13.58 seq64::Seq24PerfInput Class Reference

Implements the default (Seq24) performance input characteristics of this application.

Inheritance diagram for seq64::Seq24PerfInput:



Public Member Functions

- Seq24PerfInput ()
- bool on_button_press_event (GdkEventButton *a_ev, perfroll &roll)

  Handles the normal variety of button-press event.
- bool on_button_release_event (GdkEventButton *a_ev, perfroll &roll)

  Handles various button-release events.
- bool on_motion_notify_event (GdkEventMotion *a_ev, perfroll &roll)

  Handles the normal motion-notify event.

Private Member Functions

- virtual void activate_adding (bool a_adding, perfroll &roll)

  A popup menu (which one?) calls this.
- bool handle_motion_key (bool is_left, perfroll &roll)

  Handles the keystroke motion-notify event for moving a pattern back and forth in the performance.

Private Attributes

- midipulse m_effective_tick

  The current tick for the current segment?

Friends

- class perfroll

Additional Inherited Members

13.58.1 Constructor & Destructor Documentation

13.58.1.1 Seq24PerfInput()

```
seq64::Seq24PerfInput::Seq24PerfInput ( )  [inline]
```

13.58.2 Member Function Documentation

13.58.2.1 on_button_press_event()

```
bool seq64::Seq24PerfInput::on_button_press_event (
            GdkEventButton * ev,
            perfroll & roll )  [virtual]
```

Is there any easy way to use ctrl-left-click as the middle button here?

Stazed:

```
roll.m_drop_y will be adjusted by perfroll::change_vert() for any scroll
after it was originally selected. The call here to draw_drawable_row()
[now folded into draw_all()] will have the wrong y location and
un-select will not occur (or the wrong sequence will be unselected) if
the user scrolls the track up or down to a new y location, if not
adjusted.
```

Returns

Returns true if a modification occurred.

Implements seq64::AbstractPerfInput.

13.58.2.2 on_button_release_event()

```
bool seq64::Seq24PerfInput::on_button_release_event (
            GdkEventButton * ev,
            perfroll & roll )  [virtual]
```

Any use for the middle-button or ctrl-left-click we can add?

Returns

Returns true if any modification occurred.

Implements seq64::AbstractPerfInput.

13.58.2.3 on_motion_notify_event()

```
bool seq64::Seq24PerfInput::on_motion_notify_event (
            GdkEventMotion * ev,
            perfroll & roll )  [virtual]
```

Returns

Returns true if a modification occurs. This function used to always return true.

Implements seq64::AbstractPerfInput.

13.58.2.4 activate_adding()

```
void seq64::Seq24PerfInput::activate_adding (
            bool adding,
            perfroll & roll )  [private], [virtual]
```

What does it mean?

Implements seq64::AbstractPerfInput.

13.58.2.5 handle_motion_key()

```
bool seq64::Seq24PerfInput::handle_motion_key (
            bool is_left,
            perfroll & roll )  [private], [virtual]
```

What happens when the mouse is used to drag the pattern is that, first, roll.m_drop_tick is set by left-clicking into the pattern to select it. As the pattern is dragged, the drop-tick value does not change, but the tick (converted from the moving x value) does.

Then the button-handler sets roll.m_moving = true, and calculates roll.m_drop_tick_trigger_offset = roll.m_drop_tick - p.get_sequence(dropseq)->selected_trigger_start();

The motion handler sees that roll.m_moving is true, gets the new tick value from the new x value, offsets it, and calls p.get_sequence(dropseq)->move_selected_triggers_to(tick, true).

When the user releases the left button, then roll.m_growing is turned of and the roll draw_all()'s.

Parameters

is_left	False denotes the right arrow key, and true denotes the left arrow key.
roll	Provides a reference to the parent roll, which keeps track of most of the information about the status of the window.

Returns

Returns true if there was some action able to happen that would necessitate a window update. We've updated triggers::move_selected() [called indirectly near the end of this routine] to return false if no more movement could be made. This prevents this routine from moving way ahead after movement of the selected (in the user-interface) trigger stops.

Implements seq64::AbstractPerfInput.

13.58.3 Friends And Related Function Documentation

13.58.3.1 perfroll

```
friend class perfroll  [friend]
```

13.58.4 Field Documentation

13.58.4.1 m_effective_tick

```
midipulse seq64::Seq24PerfInput::m_effective_tick  [private]
```

13.59 seq64::Seq24SeqEventInput Struct Reference

This structure implement the normal interaction methods for Seq24.

Public Member Functions

- Seq24SeqEventInput ()

  Default constructor.
- void set_adding (bool adding, seqevent &ths)

  Changes the mouse cursor to a pencil or a left pointer in the given seqevent object, depending on the first parameter.
- bool on_button_press_event (GdkEventButton ∗ev, seqevent &ths)

  Implements the on-button-press event callback.
- bool on_button_release_event (GdkEventButton ∗ev, seqevent &ths)

  Implements the on-button-release callback.
- bool on_motion_notify_event (GdkEventMotion ∗ev, seqevent &ths)

  Implements the on-motion-notify event.

Data Fields

- bool m_adding

  True if we're adding events via the mouse.

13.59.1 Constructor & Destructor Documentation

13.59.1.1 Seq24SeqEventInput()

```
seq64::Seq24SeqEventInput::Seq24SeqEventInput ( )  [inline]
```

13.59.2 Member Function Documentation

13.59.2.1 set_adding()

```
void seq64::Seq24SeqEventInput::set_adding (
            bool adding,
            seqevent & seqev )
```

Modifies m_adding as well.

Parameters

adding	The value to set m_adding to, and if true, sets the mouse cursor to a pencil icon, otherwise sets it to a standard mouse-pointer icon.
seqev	The seqevent whose window will be set to "adding" mode.

13.59.2.2 on_button_press_event()

```
bool seq64::Seq24SeqEventInput::on_button_press_event (
            GdkEventButton * ev,
            seqevent & seqev )
```

Set values for dragging, then reset the box that holds dirty redraw spot. Then do the rest.

Parameters

ev	The button event for the press of a mouse button.
seqev	Provides the seqevent strip to be affected by this button event.

Returns

Returns true if a likely modification was made. This function used to return true all the time.

Needs update. seqev.m_seq.unselect(); ???????

13.59.2.3 on_button_release_event()

```
bool seq64::Seq24SeqEventInput::on_button_release_event (
            GdkEventButton * ev,
            seqevent & seqev )
```

Parameters

ev	The button event for the release of a mouse button.
seqev	Provides the seqevent strip to be affected by this button event.

Returns

Returns true if a likely modification was made. This function used to return true all the time.

13.59.2.4 on_motion_notify_event()

```
bool seq64::Seq24SeqEventInput::on_motion_notify_event (
            GdkEventMotion * ev,
            seqevent & seqev )
```

Parameters

ev	The button event for the motion of the mouse cursor.
seqev	Provides the seqevent strip to be affected by this button event.

Returns

Returns true if a likely modification was made. This function used to return true all the time.

13.59.3 Field Documentation

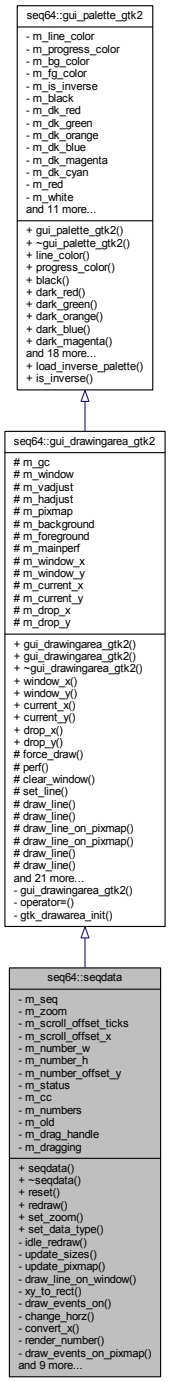
13.59.3.1 m_adding

```
bool seq64::Seq24SeqEventInput::m_adding
```

13.60 seq64::seqdata Class Reference

This class supports drawing piano-roll eventis on a window.

Inheritance diagram for seq64::seqdata:



Public Member Functions

- seqdata (sequence &seq, perform &p, int zoom, Gtk::Adjustment &hadjust)

  Principal constructor.
- virtual ~seqdata ()

  Let's provide a do-nothing virtual destructor.
- void reset ()

This function calls update_size().

- void redraw ()

  Calls change_horz() to update the pixmap and queue up a redraw operation.

- void set_zoom (int a_zoom)

  Sets the zoom to the given value and resets the view via the reset function.

- void set_data_type (midibyte status, midibyte control)

  Sets the status to the given value, and the control to the optional given value, which defaults to 0, then calls redraw().

Private Member Functions

- int idle_redraw ()

  Draws events on this object's built-in window and pixmap.

- void update_sizes ()

  Updates the sizes in the pixmap if the view is realized, and queues up a draw operation.

- void update_pixmap ()

  Simply calls draw_events_on_pixmap().

- void draw_line_on_window ()

  Draws on vertical line on the data window.

- void xy_to_rect (int x1, int y1, int x2, int y2, int &rx, int &ry, int &rw, int &rh)

  This function takes two points, and returns an XWin rectangle, returned via the last four parameters.

- void draw_events_on (Glib::RefPtr< Gdk::Drawable > drawable)

  Draws events on the given drawable object.

- void change_horz ()

  Change the scrolling offset on the x-axis, and redraw.

- void convert_x (int x, midipulse &tick)

  This function takes screen coordinates, and gives the horizontaol tick value based on the current zoom, returned via the second parameter.

- void render_number (Glib::RefPtr< Gdk::Pixmap > &pixmap, int x, int y, const char *const num)

  Convenience function for rendering numbers.

- void draw_events_on_pixmap ()

  Simply calls draw_events_on() for this object's built-in pixmap.

- void draw_pixmap_on_window ()

  Simply queues up a draw operation.

- void on_realize ()

  Implements the on-realization event, by calling the base-class version and then allocating the resources that could not be allocated in the constructor.

- bool on_expose_event (GdkEventExpose *ev)

  Implements the on-expose event by calling draw_drawable() on the event.

- bool on_button_press_event (GdkEventButton *ev)

  Implements a mouse button-press event.

- bool on_button_release_event (GdkEventButton *ev)

  Implement a button-release event.

- bool on_motion_notify_event (GdkEventMotion *ev)

  Handles a motion-notify event.

- bool on_leave_notify_event (GdkEventCrossing *ev)

  Handles an on-leave notification event.

- bool on_scroll_event (GdkEventScroll *ev)

  Implements the on-scroll event.

- void on_size_allocate (Gtk::Allocation &)

  Handles a size-allocation event by updating m_window_x and m_window_y, and then updating all of the sizes of the data pane in update_sizes().

Private Attributes

- sequence & m_seq

  Points to the sequence whose data is being affected by this class.
- int m_zoom

  Sets the zoom value for this part of the sequence editor, one pixel == m_zoom ticks, i.e.
- int m_scroll_offset_ticks

  The value of the leftmost tick in the data pane.
- int m_scroll_offset_x

  The value of the leftmost pixel in the data pane.
- int m_number_w

  The adjusted width of a digit in a data number.
- int m_number_h

  The adjusted height of all digits in a data number.
- int m_number_offset_y

  A new value to make it easier to adapt the vertical number drawing of a data item's numeric value to a different font.
- midibyte m_status

  Holds the status byte of the next event in the sequence, and indicates What the data window is currently editing or drawing.
- midibyte m_cc

  Holds the MIDI CC byte of the next event in the sequence, and indicates What the data window is currently editing or drawing.
- Glib::RefPtr< Gdk::Pixmap > m_numbers [c_dataarea_y]

  Holds the pixmaps for each number (0 to 127) that can be drawn for a data value in the data pane.
- GdkRectangle m_old

  This rectangle is used in blanking out a data line in draw_line_on_window().
- bool m_drag_handle
- bool m_dragging

  This value is true if the mouse is being dragged in the data pane, which is done in order to change the height and value of each data line.

Friends

- class lfownd
- class seqevent
- class seqroll

Additional Inherited Members

13.60.1 Constructor & Destructor Documentation

13.60.1.1 seqdata()

```
seq64::seqdata::seqdata (
            sequence & seq,
            perform & p,
            int zoom,
            Gtk::Adjustment & hadjust )
```

In the constructor one can only allocate colors, get_window() returns 0 because this pane has not yet been realized.

Parameters

seq	The sequence that is being displayed and edited by this data pane.
p	The performance object that oversees all of the sequences. This object is needed here only to access the perform::modify() function.
zoom	The starting zoom of this pane.
hadjust	The horizontal adjustment object provided by the parent class, seqedit, that created this pane.

13.60.1.2 ~seqdata()

```
virtual seq64::seqdata::~seqdata ( )  [inline], [virtual]
```

13.60.2 Member Function Documentation

13.60.2.1 reset()

```
void seq64::seqdata::reset ( )
```

Then, regardless of whether the view is realized, updates the pixmap and queues up a draw operation.

Note

If it weren't for the is_realized() condition, we could just call update_sizes(), which does all this anyway.

13.60.2.2 redraw()

```
void seq64::seqdata::redraw ( )  [inline]
```

13.60.2.3 set_zoom()

```
void seq64::seqdata::set_zoom (
            int z )
```

Called by seqedit::set_zoom(), which validates the zoom value.

Parameters

z	The desired zoom value, assumed to be validated already. See the seqedit::set_zoom() function.

13.60.2.4 set_data_type()

```
void seq64::seqdata::set_data_type (
            midibyte status,
            midibyte control )
```

Perhaps we should check that at least one of the parameters causes a change.

Parameters

status	The MIDI event byte (status byte) to set.
control	The MIDI CC value to set.

13.60.2.5 idle_redraw()

```
int seq64::seqdata::idle_redraw ( )  [private]
```

This drawing is done only if there is no dragging in progress, to guarantee no flicker.

13.60.2.6 update_sizes()

```
void seq64::seqdata::update_sizes ( )  [private]
```

It creates a pixmap with window dimensions given by m_window_x and m_window_y.

We thought there was a potential memory leak, since m_pixmap is created every time the window is resized, but valgrind says otherwise... maybe. An awful lot of Gtk leaks!

13.60.2.7 update_pixmap()

```
void seq64::seqdata::update_pixmap ( )  [private]
```

13.60.2.8 draw_line_on_window()

```
void seq64::seqdata::draw_line_on_window ( )  [private]
```

13.60.2.9 xy_to_rect()

```
void seq64::seqdata::xy_to_rect (
            int x1,
            int y1,
            int x2,
            int y2,
            int & rx,
            int & ry,
            int & rw,
            int & rh )  [private]
```

It checks the mins/maxes, then fills in x, y, and width, height.

Parameters

	x1	The input x value for the first data point.
	y1	The input y value for the first data point.
	x2	The input x value for the second data point.
	y2	The input y value for the second data point.
out	*rx*	The output for the x value of the XWin rectangle.
out	*ry*	The output for the y value of the XWin rectangle.

13.60.2.10 draw_events_on()

```
void seq64::seqdata::draw_events_on (
            Glib::RefPtr< Gdk::Drawable > drawable )  [private]
```

Very similar to seqevent :: draw_events_on(). And yet it doesn't handle zooming as well, must fix!

Stazed:

```
For Note On there can be multiple events on the same vertical in which
the selected item can be covered.  For Note On the selected item
needs to be drawn last so it can be seen.  So, for other events the
variable num_selected_events will be -1 for ALL_EVENTS. For Note On
only, the variable will be the number of selected events. If 0 then
only one pass is needed. If > 0 then two passes are needed, one for
unselected (first), and one for selected (last).  For the first pass,
if any events are selected, the selection type is EVENTS_UNSELECTED.
For the second pass, it will be set to num_selected_events.
```

We now draw the data line for selected event in dark orange, instead of black. We're not likely to adopt the Stazed convention of drawing in blue. Also, there seem to be some bugs in how the data selection works. Needs more evaluation.

Also, if we decide to draw handle on each vertical data line, it would look nicer if a circle.

Parameters

drawable	The given drawable object.

13.60.2.11 change_horz()

```
void seq64::seqdata::change_horz ( )  [private]
```

Basically identical to seqevent::change_horz().

13.60.2.12 convert_x()

```
void seq64::seqdata::convert_x (
            int x,
            midipulse & tick )  [inline], [private]
```

13.60.2.13 render_number()

```
void seq64::seqdata::render_number (
            Glib::RefPtr< Gdk::Pixmap > & pixmap,
            int x,
            int y,
            const char *const num )  [inline], [private]
```

Parameters

pixmap	The reference pointer to the GDK pixmap onto which this number will be drawing.
x	The x-coordinate of the position of the text.
y	The y-coordinate of the position of the text.
num	The number to be rendered. This should be a string reference, but oh well.

13.60.2.14 draw_events_on_pixmap()

```
void seq64::seqdata::draw_events_on_pixmap ( )  [inline], [private]
```

13.60.2.15 draw_pixmap_on_window()

```
void seq64::seqdata::draw_pixmap_on_window ( )  [inline], [private]
```

13.60.2.16 on_realize()

```
void seq64::seqdata::on_realize ( )  [private]
```

It also connects up the change_horz() function.

Note that this function creates a small pixmap for every possible y-value, where y ranges from 0 to MIDI_COUNT↩ _MAX-1 = 127. It then fills each pixmap with a numeric representation of that y value, up to three digits (left-padded with spaces).

13.60.2.17 on_expose_event()

```
bool seq64::seqdata::on_expose_event (
            GdkEventExpose * ev )  [private]
```

Parameters

ev	Provides the expose-event.

Returns

Always returns true.

13.60.2.18 on_button_press_event()

```
bool seq64::seqdata::on_button_press_event (
            GdkEventButton * ev )  [private]
```

This function pushes the undo information for the sequence, sets the drop-point, resets the box that holds dirty redraw spot, and sets m_dragging to true.

Parameters

ev	Provides the button-press event.

Returns

Always returns true.

13.60.2.19 on_button_release_event()

```
bool seq64::seqdata::on_button_release_event (
            GdkEventButton * ev )  [private]
```

Sets the current point. If m_dragging is true, then the sequence data is changed, the performance modification flag is set, and m_dragging is reset.

Parameters

ev	Provides the button-release event.

Returns

Returns true if a modification occurred, and in that case also sets the perform modification flag.

13.60.2.20 on_motion_notify_event()

```
bool seq64::seqdata::on_motion_notify_event (
            GdkEventMotion * ev )  [private]
```

It converts the x,y of the mouse to ticks, then sets the events in the event-data-range, updates the pixmap, draws events in the window, and draws a line on the window.

Parameters

ev	The motion event.

Returns

Returns true if a change in event data occurred. If true, then the perform modification flag is set.

13.60.2.21 on_leave_notify_event()

```
bool seq64::seqdata::on_leave_notify_event (
            GdkEventCrossing * ev )  [private]
```

Parameter "p0", the crossing point for the event, is unused.

13.60.2.22 on_scroll_event()

```
bool seq64::seqdata::on_scroll_event (
            GdkEventScroll * ev )  [private]
```

This scroll event only handles basic scrolling, without any modifier keys such as the Ctrl of Shift masks. If there is a note (seqroll pane) or event (seqevent pane) selected, and mouse hovers over the data area (seqdata pane), then this scrolling action will increase or decrease the value of the data item, which lengthens of shortens the line drawn.

Todo DOCUMENT the seqdata scrolling behavior in the documentation projects.

Parameters

ev	Provides the scroll-event.

Returns

Always returns true.

13.60.2.23 on_size_allocate()

```
void seq64::seqdata::on_size_allocate (
            Gtk::Allocation & r )  [private]
```

Parameters

r	Provides the allocation event.

13.60.3 Friends And Related Function Documentation

13.60.3.1 lfownd

```
friend class lfownd  [friend]
```

13.60.3.2 seqevent

```
friend class seqevent  [friend]
```

13.60.3.3 seqroll

```
friend class seqroll  [friend]
```

13.60.4 Field Documentation

13.60.4.1 m_seq

```
sequence& seq64::seqdata::m_seq  [private]
```

13.60.4.2 m_zoom

```
int seq64::seqdata::m_zoom  [private]
```

the unit is ticks/pixel.

13.60.4.3 m_scroll_offset_ticks

```
int seq64::seqdata::m_scroll_offset_ticks  [private]
```

Adjusted in the change_horz() function.

13.60.4.4 m_scroll_offset_x

```
int seq64::seqdata::m_scroll_offset_x  [private]
```

Adjusted in the change_horz() function. It is the offset ticks divided by the zoom value, i.e. the unit is pixels..

13.60.4.5 m_number_w

```
int seq64::seqdata::m_number_w  [private]
```

By "adjusted", well this is just a minor tweak for appearances.

13.60.4.6 m_number_h

```
int seq64::seqdata::m_number_h  [private]
```

Basically, the character height times 3. By "adjusted", well this is just a minor tweak for appearances.

13.60.4.7 m_number_offset_y

```
int seq64::seqdata::m_number_offset_y  [private]
```

This value was hardwired as 8, for a character height of 10.

13.60.4.8 m_status

```
midibyte seq64::seqdata::m_status  [private]
```

13.60.4.9 m_cc

```
midibyte seq64::seqdata::m_cc  [private]
```

13.60.4.10 m_numbers

```
Glib::RefPtr<Gdk::Pixmap> seq64::seqdata::m_numbers[c_dataarea_y]  [private]
```

This array is filled only once, in the on_realize() function.

13.60.4.11 m_old

```
GdkRectangle seq64::seqdata::m_old  [private]
```

13.60.4.12 m_drag_handle

```
bool seq64::seqdata::m_drag_handle  [private]
```

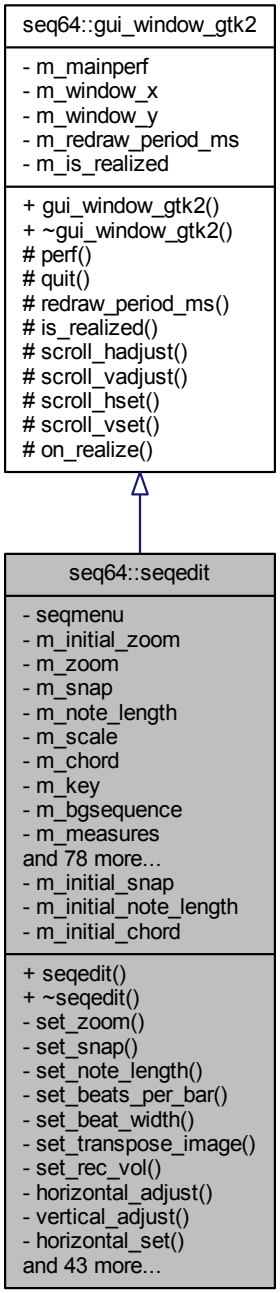
13.60.4.13 m_dragging

```
bool seq64::seqdata::m_dragging  [private]
```

13.61 seq64::seqedit Class Reference

Implements the Pattern Editor, which has references to:

Inheritance diagram for seq64::seqedit:



Public Member Functions

- seqedit (perform &perf, sequence &seq, int pos, int ppqn=SEQ64_USE_DEFAULT_PPQN)

  Principal constructor.
- virtual ~seqedit ()

  A rote destructor.

Private Member Functions

- void set_zoom (int zoom)

  Selects the given zoom value.
- void set_snap (int snap)

  Selects the given snap value, which is the number of ticks in a snap-sized interval.
- void set_note_length (int note_length)

  Selects the given note-length value.
- void set_beats_per_bar (int bpm)

  Set the bpm (beats per measure) value, using the given parameter, and some internal values passed to apply_length().
- void set_beat_width (int bw)

  Set the bw (beat width) value, using the given parameter, and some internal values passed to apply_length().
- void set_transpose_image (bool istransposable)

  Changes the image used for the transpose button.
- void set_rec_vol (int recvol)

  Passes the given parameter to sequence::set_rec_vol().
- void horizontal_adjust (double step)

  This function provides optimization for the on_scroll_event() function.
- void vertical_adjust (double step)

  This function provides optimization for the on_scroll_event() function.
- void horizontal_set (double value)

  Sets the exact position of a horizontal scroll-bar.
- void vertical_set (double value)

  Sets the exact position of a vertical scroll-bar.
- void set_measures (int lim)

  Set the measures value, using the given parameter, and some internal values passed to apply_length().
- void apply_length (int bpm, int bw, int measures)

  Sets the sequence length based on the three given parameters.
- long get_measures ()

  Calculates the measures value based on the bpm (beats per measure), ppqn (parts per quarter note), and bw (beat width) values, and returns the resultant measures value.
- void set_midi_channel (int midichannel, bool user_change=false)

  Selects the given MIDI channel parameter in the main sequence object, so that it will use that channel.
- void set_midi_bus (int midibus, bool user_change=false)

  Selects the given MIDI buss parameter in the main sequence object, so that it will use that buss.
- void set_scale (int scale)

  Selects the given scale value.
- void set_chord (int chord)
- void set_key (int note)

  Selects the given key (signature) value.
- void set_background_sequence (int seq)

  Draws the given background sequence on the Pattern editor so that the musician has something to see that can be played against.
- void transpose_change_callback ()

  Passes the transpose status to the sequence object.
- void name_change_callback ()

  Set the name for the main sequence to this object's entry name.
- void play_change_callback ()

  Passes the play status to the sequence object.
- void record_change_callback ()

  Passes the recording status to the sequence object.

- void q_rec_change_callback ()

  Passes the quantized-recording status to the sequence object.
- void thru_change_callback ()

  Passes the MIDI Thru status to the sequence object.
- void undo_callback ()

  Pops an undo operation from the sequence object, and then tells the segroll, seqtime, seqdata, and seqevent objects to redraw.
- void redo_callback ()

  Pops a redo operation from the sequence object, and then tell the segroll, seqtime, seqdata, and seqevent objects to redraw.
- void set_data_type (midibyte status, midibyte control=0)

  Sets the data type based on the given parameters.
- void update_all_windows ()
- void fill_top_bar ()

  This function inserts the user-interface items into the top bar or panel of the pattern editor; this bar has two rows of user interface elements.
- void create_menus ()

  Creates the various menus by pushing menu elements into the menus.
- void popup_menu (Gtk::Menu *menu)

  Pops up the given pop-up menu.
- void popup_event_menu ()

  Populates the event-selection menu that drops from the "Event" button in the bottom row of the Pattern editor.
- void popup_midibus_menu ()

  Populates the MIDI Output buss pop-up menu.
- void popup_sequence_menu ()

  Populates the "set background sequence" menu (drops from the button that has some note-bars on it at the right of the second row of the top bar).
- void popup_tool_menu ()

  Sets up the pop-up menus that are brought up by pressing the Tools button, which shows a hammer image.
- void popup_midich_menu ()

  Populates the MIDI Channel pop-up menu.
- Gtk::Image * create_menu_image (bool state=false)

  Sets the menu pixmap depending on the given state, where true is a full menu (black backgroun), and empty menu (gray background).
- bool timeout ()

  Update the window after a time out, based on dirtiness and on playback progress.
- void do_action (int action, int var)

  Implements the actions brought forth from the Tools (hammer) button.
- void mouse_action (mouse_action_e action)
- void start_playing ()
- void stop_playing ()
- void change_focus (bool set_it=true)

  Changes what perform and mainwid see as the "current sequence".
- void handle_close ()

  Handles closing the sequence editor.
- void on_realize ()

  On realization, calls the base-class version, and connects the redraw timeout signal, timed at redraw_period_ms().
- void on_set_focus (Widget *focus)

  On receiving focus, attempt to tell mainwid that this sequence is now the current sequence.
- bool on_focus_in_event (GdkEventFocus *)

  Implements the on-focus event handling.
- bool on_focus_out_event (GdkEventFocus *)

Implements the on-unfocus event handling.

- bool on_delete_event (GdkEventAny *event)

  Handles an on-delete event.

- bool on_scroll_event (GdkEventScroll *ev)

  Handles an on-scroll event.

- bool on_key_press_event (GdkEventKey *ev)

  Handles a key-press event.

Private Attributes

- friend seqmenu
- const int m_initial_zoom

  Provides the initial zoom, used for restoring the original zoom using the 0 key.

- int m_zoom

  Provides the zoom values: 1 2 3 4, and 1, 2, 4, 8, 16.

- int m_snap

  Used in setting the snap-to value in pulses, off = 1.

- int m_note_length

  The default length of a note to be inserted by a right-left-click operation.

- int m_scale

  Setting for the music scale, can now be saved with the sequence.

- int m_chord

  Setting for the current chord generation; not now saved with the sequence.

- int m_key

  Setting for the music key, can now be saved with the sequence.

- int m_bgsequence

  Setting for the background sequence, can now be saved with the sequence.

- long m_measures

  Provides the length of the sequence in measures.

- int m_ppqn

  Holds a copy of the current PPQN for the sequence (and the entire MIDI file).

- int m_pp_whole
- int m_pp_eighth
- int m_pp_sixteenth
- sequence & m_seq

  Holds a reference to the sequence that this window represents.

- Gtk::MenuBar * m_menubar

  A number of user-interface objects for common.

- Gtk::Menu * m_menu_tools

  The "hammer" tool button menu.

- Gtk::Menu * m_menu_zoom

  Magnifying glass zoom menu.

- Gtk::Menu * m_menu_snap

  Two-arrows grid-snap menu.

- Gtk::Menu * m_menu_note_length

  Notes menu for note length.

- Gtk::Menu * m_menu_length

  Pattern-length "bars" menu.

- Gtk::ToggleButton * m_toggle_transpose

  Transpose toggle button.

- Gtk::Image * m_image_transpose

  Image for transpose button.
- Gtk::Menu * m_menu_midich

  MIDI channel DIN menu button.
- Gtk::Menu * m_menu_midibus

  MIDI output buss menu button.
- Gtk::Menu * m_menu_data

  "Event" button to select data.
- Gtk::Menu * m_menu_key

  "Music key" menu button.
- Gtk::Menu * m_menu_scale

  "Music scale" menu button.
- Gtk::Menu * m_menu_chords

  "Chords" menu button.
- Gtk::Menu * m_menu_sequences

  "Background sequence" button.
- Gtk::Menu * m_menu_bpm

  Beats/measure numerator menu.
- Gtk::Menu * m_menu_bw

  Beat-width denominator menu.
- Gtk::Menu * m_menu_rec_vol

  Recording level "Vol" button.
- Gtk::Adjustment * m_vadjust

  Scrollbar and adjustment objects for horizontal and vertical panning.
- Gtk::Adjustment * m_hadjust

  Horizontal motion scratchpad.
- Gtk::VScrollbar * m_vscroll_new

  Main vertical scroll-bar.
- Gtk::HScrollbar * m_hscroll_new

  Main horizontal scroll-bar.
- seqkeys * m_seqkeys_wid

  Handles the piano-keys part of the pattern-editor user-interface.
- seqtime * m_seqtime_wid

  Handles the time-line (bar or measures) part of the pattern-editor user-interface.
- seqdata * m_seqdata_wid

  Handles the event-data part of the pattern-editor user-interface.
- seqevent * m_seqevent_wid

  Handles the small event part of the pattern-editor user-interface, where events can be moved and added.
- seqroll * m_seqroll_wid

  Handles the piano-roll part of the pattern-editor user-interface.
- Gtk::Button * m_button_lfo

  The LFO button in the pattern editor.
- lfownd * m_lfo_wnd

  The LFO window object used by the pattern editor.
- Gtk::Table * m_table

  More user-interface elements.
- Gtk::VBox * m_vbox

  Layout box for 3 h-boxes.
- Gtk::HBox * m_hbox

  Topmost menu/text dialog row.
- Gtk::HBox * m_hbox2

Second row of buttons.

- Gtk::Button * m_button_undo

  Undo-edit button.
- Gtk::Button * m_button_redo

  Redo-edit button.
- Gtk::Button * m_button_quantize

  Quantize-pattern button.
- Gtk::Button * m_button_tools

  Button for the Tools menu.
- Gtk::Button * m_button_sequence

  Button for Background pattern.
- Gtk::Entry * m_entry_sequence

  Text for background pattern.
- Gtk::Button * m_button_bus

  Button for MIDI Buss menu.
- Gtk::Entry * m_entry_bus

  Text showing MIDI Buss name.
- Gtk::Button * m_button_channel

  Button for the MIDI Channel.
- Gtk::Entry * m_entry_channel

  Text for the MIDI Channel.
- Gtk::Button * m_button_snap

  Button for the Grid-snap menu.
- Gtk::Entry * m_entry_snap

  Text for selected Grid-snap.
- Gtk::Button * m_button_note_length

  Button for Note-length menu.
- Gtk::Entry * m_entry_note_length

  Text showing the Note-length.
- Gtk::Button * m_button_zoom

  Button for the Zoom menu.
- Gtk::Entry * m_entry_zoom

  Text for the selected Zoom.
- Gtk::Button * m_button_length

  Button for pattern-length.
- Gtk::Entry * m_entry_length

  Text for the pattern-length.
- Gtk::Button * m_button_key

  Button for the Music Key.
- Gtk::Entry * m_entry_key

  Text for selected Music Key.
- Gtk::Button * m_button_scale

  Button for the Music Scale.
- Gtk::Entry * m_entry_scale

  Text for the Music Scale.
- Gtk::Button * m_button_chord

  Button for the current Chord.
- Gtk::Entry * m_entry_chord

  Text for the current Chord.
- Gtk::Tooltips * m_tooltips

  Tooltip collector for dialog.

- Gtk::Button * m_button_data
  Button for Event (data) menu.
- Gtk::Entry * m_entry_data
  Text for the selected Event.
- Gtk::Button * m_button_bpm
  Button for Beats/Measure menu.
- Gtk::Entry * m_entry_bpm
  Text for chosen Beats/Measure.
- Gtk::Button * m_button_bw
  Button for Beat-Width menu.
- Gtk::Entry * m_entry_bw
  Text for chosen Beat-Width.
- Gtk::Button * m_button_rec_vol
  Button for recording volume.
- Gtk::ToggleButton * m_toggle_play
  Pattern-to-MIDI record button.
- Gtk::ToggleButton * m_toggle_record
  MIDI-port-to-pattern button.
- Gtk::ToggleButton * m_toggle_q_rec
  Quantized-record MIDI button.
- Gtk::ToggleButton * m_toggle_thru
  MIDI-to-pattern-MIDI button.
- Gtk::Entry * m_entry_name
  Name of the sequence.
- midibyte m_editing_status
  Indicates what MIDI event/status the data window currently editing.
- midibyte m_editing_cc
  Indicates what MIDI CC value the data window currently editing.
- bool m_have_focus
  Indicates that the focus has already been changed to this sequence.

Static Private Attributes

- static int m_initial_snap
  Static data members.
- static int m_initial_note_length
- static int m_initial_chord

Additional Inherited Members

13.61.1 Detailed Description

- perform
- seqroll
- seqkeys
- seqdata
- seqtime
- seqevent
- sequence

This class has a metric ton of user-interface objects and other members.

13.61.2 Constructor & Destructor Documentation

13.61.2.1 seqedit()

```
seq64::seqedit::seqedit (
            perform & p,
            sequence & seq,
            int pos,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

If provided, override the scale, key, and background-sequence with the values stored in the file with the sequence, if they are set to non-default values. This is a new feature.

Todo Offload most of the work into an initialization function like options does.

Horizontal Gtk::Adjustment constructor: The initial value was 0 on a range from 0 to 1, with step and page increments of 1, and a page_size of 1. We can fix these values here, or create an h_adjustment() function similar to eventedit↩ ::v_adjustment(), which first gets called in on_realize().

Parameters

p	The performance object of which the sequence is a part.
seq	The seqeuence object this window object represents.
pos	The sequence number (pattern slot number) for this sequence and window.
ppqn	The optional PPQN parameter for this sequence. Warning: not really used by the caller, need to square that!

13.61.2.2 ~seqedit()

```
seq64::seqedit::~seqedit ( )  [virtual]
```

13.61.3 Member Function Documentation

13.61.3.1 set_zoom()

```
void seq64::seqedit::set_zoom (
            int z )  [private]
```

It is passed to the seqroll, seqtime, seqdata, and seqevent objects, as well. This function doesn't check if the zoom will change, because this function might be used to initialize the zoom of the children.

The notation for zoom in the user-interface is in pixels:ticks, but I would prefer to use pulses/pixel (pulses per pixel). Oh well. Note that this value of zoom is saved to the "user" configuration file when Sequencer64 exit.

Parameters

z	The prospective zoom value to set. It is applied only if between the minimum and maximum allowed zoom values, inclusive. See the usr().min_zoom() and usr().max_zoom() function.

13.61.3.2 set_snap()

```
void seq64::seqedit::set_snap (
            int s )  [private]
```

It is passed to the seqroll, seqevent, and sequence objects, as well.

The default initial snap is the default PPQN divided by 4, or the equivalent of a 16th note (48 ticks). The snap divisor is 192 ∗ 4 / 48 or 16.

Parameters

s	The prospective snap value to set. It is checked only to make sure it is greater than 0, to avoid a numeric exception.

13.61.3.3 set_note_length()

```
void seq64::seqedit::set_note_length (
            int notelength )  [private]
```

It is passed to the seqroll object, as well.

Warning

Currently, we don't handle changes in the global PPQN after the creation of the menu. The creation of the menu hard-wires the values of note-length. To adjust for a new global PQN, we will need to store the original PPQN (m_original_ppqn = m_ppqn), and then adjust the notelength based on the new PPQN. For example if the new PPQN is twice as high as 192, then the notelength should double, though the text displayed in the "Note length" field should remain the same. However, we do adjust for a non-default PPQN at startup time.

Parameters

notelength	Provides the note length in units of MIDI pulses.

13.61.3.4 set_beats_per_bar()

```
void seq64::seqedit::set_beats_per_bar (
            int bpm )  [private]
```

Todo Check if verification is needed at this point.

Parameters

bpm	Provides the BPM (beats per measure) value to set.

13.61.3.5 set_beat_width()

```
void seq64::seqedit::set_beat_width (
            int bw )  [private]
```

Todo Check if verification is needed at this point.

Parameters

bw	Provides the beat-width value to set.

13.61.3.6 set_transpose_image()

```
void seq64::seqedit::set_transpose_image (
            bool istransposable )  [private]
```

Parameters

istransposable	If true, set the image to the "Transpose" icon. Otherwise, set it to the "Drum" (not transposable) icon.

13.61.3.7 set_rec_vol()

```
void seq64::seqedit::set_rec_vol (
            int recvol )  [inline], [private]
```

Parameters

recvol	The setting to be made, obtained from the recording-volume ("Vol") menu.

13.61.3.8 horizontal_adjust()

```
void seq64::seqedit::horizontal_adjust (
            double step )  [inline], [private]
```

A duplicate of the one in seqroll.

Parameters

step	Provides the step value to use for adjusting the horizontal scrollbar. See gui_drawingarea_gtk2::scroll_hadjust() for more information.

13.61.3.9 vertical_adjust()

```
void seq64::seqedit::vertical_adjust (
            double step )  [inline], [private]
```

A near-duplicate of the one in seqroll.

Parameters

step	Provides the step value to use for adjusting the vertical scrollbar. See gui_drawingarea_gtk2::scroll_vadjust() for more information.

13.61.3.10 horizontal_set()

```
void seq64::seqedit::horizontal_set (
            double value )  [inline], [private]
```

Parameters

value	The desired position. Mostly this is either 0.0 or 9999999.0 (an "infinite" value to select the start or end position.

13.61.3.11 vertical_set()

```
void seq64::seqedit::vertical_set (
            double value )  [inline], [private]
```

Parameters

value	The desired position. Mostly this is either 0.0 or 9999999.0 (an "infinite" value to select the start or end position.

13.61.3.12 set_measures()

```
void seq64::seqedit::set_measures (
            int lim )  [private]
```

Todo Check if verification is needed at this point.

Parameters

lim	Provides the sequence length, in measures.

13.61.3.13 apply_length()

```
void seq64::seqedit::apply_length (
            int bpm,
            int bw,
            int measures )  [private]
```

There's an implicit "adjust-triggers = true" parameter used in sequence::set_length().

Then the seqroll, seqtime, seqdata, and seqevent objects are reset().

13.61.3.14 get_measures()

```
long seq64::seqedit::get_measures ( )  [private]
```

Todo Create a sequence::set_units() function or a sequence::get_measures() function to forward to.

13.61.3.15 set_midi_channel()

```
void seq64::seqedit::set_midi_channel (
            int midichannel,
            bool user_change = false )  [private]
```

Should this change set the is-modified flag? Where should validation occur?

Parameters

midichannel	The MIDI channel value to set.
user_change	True if the user made this change, and thus has potentially modified the song.

13.61.3.16 set_midi_bus()

```
void seq64::seqedit::set_midi_bus (
            int bus,
            bool user_change = false )  [private]
```

Should this change set the is-modified flag? Where should validation against the ALSA or JACK buss limits occur?

Also, it would be nice to be able to update this display of the MIDI bus in the field if we set it from the seqmenu.

Parameters

bus	The buss value to set.
user_change	True if the user made this change, and thus has potentially modified the song.

13.61.3.17 set_scale()

```
void seq64::seqedit::set_scale (
            int scale )  [private]
```

It is passed to the seqroll and seqkeys objects, as well. As a new feature, it is also passed to the sequence, so that it can be saved as part of the sequence data.

Note that the "initial value" for this parameter is a static variable that gets set to the new value, so that opening up another sequence causes the sequence to take on the new "initial value" as well. A feature, but should it be optional? Now it is, based on the setting of usr().global_seq_feature().

13.61.3.18 set_chord()

```
void seq64::seqedit::set_chord (
            int chord )  [private]
```

13.61.3.19 set_key()

```
void seq64::seqedit::set_key (
            int key )  [private]
```

It is passed to the seqroll and seqkeys objects, as well. As a new feature, it is also passed to the sequence, so that it can be saved as part of the sequence data.

Note that the "initial value" for this parameter is a static variable that gets set to the new value, so that opening up another sequence causes the sequence to take on the new "initial value" as well. A feature, but should it be optional? Now it is, based on the setting of usr().global_seq_feature().

13.61.3.20 set_background_sequence()

```
void seq64::seqedit::set_background_sequence (
            int seqnum )  [private]
```

As a new feature, it is also passed to the sequence, so that it can be saved as part of the sequence data, but only if less or equal to the maximum single-byte MIDI value, 127.

Note that the "initial value" for this parameter is a static variable that gets set to the new value, so that opening up another sequence causes the sequence to take on the new "initial value" as well. A feature, but should it be optional? Now it is, based on the setting of usr().global_seq_feature().

13.61.3.21 transpose_change_callback()

```
void seq64::seqedit::transpose_change_callback ( )  [private]
```

13.61.3.22 name_change_callback()

```
void seq64::seqedit::name_change_callback ( )  [private]
```

That name is the name the user has given to the sequence being edited.

13.61.3.23 play_change_callback()

```
void seq64::seqedit::play_change_callback ( )  [private]
```

13.61.3.24 record_change_callback()

```
void seq64::seqedit::record_change_callback ( )  [private]
```

Stazed:

```
Both record_change_callback() and thru_change_callback() will call
set_sequence_input() for the same sequence. We only need to call it if
it is not already set, if setting. And, we should not unset it if the
m_toggle_thru->get_active() is true.
```

13.61.3.25 q_rec_change_callback()

```
void seq64::seqedit::q_rec_change_callback ( )  [private]
```

13.61.3.26 thru_change_callback()

```
void seq64::seqedit::thru_change_callback ( )  [private]
```

Stazed:

```
Both record_change_callback() and thru_change_callback() will call
set_sequence_input() for the same sequence. We only need to call it if
it is not already set, if setting. And, we should not unset it if the
m_toggle_thru->get_active() is true.
```

13.61.3.27 undo_callback()

```
void seq64::seqedit::undo_callback ( )  [private]
```

13.61.3.28 redo_callback()

```
void seq64::seqedit::redo_callback ( )  [private]
```

13.61.3.29 set_data_type()

```
void seq64::seqedit::set_data_type (
            midibyte status,
            midibyte control = 0 )  [private]
```

This function uses the hardwired array c_controller_names.

Parameters

status	The current editing status.
control	The control value. However, we really need to validate it!

13.61.3.30 update_all_windows()

```
void seq64::seqedit::update_all_windows ( )  [private]
```

13.61.3.31 fill_top_bar()

```
void seq64::seqedit::fill_top_bar ( )  [private]
```

Note that, if a non-default title for the sequence is in force, then we immediately force the focus to the seqroll "widget", so that the space bar can be used to control playback, instead of immediately erasing the name of the sequence. The following commented radio-buttons were a visual way to select the modes of note editing (select, draw, and grow). These can easily be done with the left mouse button, keystrokes, or some other tricks, though.

13.61.3.32 create_menus()

```
void seq64::seqedit::create_menus ( )  [private]
```

The first menu is the Zoom menu, represented in the pattern/sequence editor by a button with a magnifying glass. The values are "pixels to ticks", where "ticks" are actually the "pulses" of "pulses per quarter note". We would prefer the notation "n" instead of "1:n", as in "n pulses per pixel".

Note that many of the setups here could be loops through data structures. The Snap menu is actually the Grid Snap button, which shows two arrows pointing to a central bar. This menu somewhat duplicates the same menu in perfedit.

To reduce the amount of written code, we now use a static array to initialize some of the seqedit menu entries. 0 denotes the separator. This same setup is used to set up both the snap and note menu, since they are exactly the same. Saves a *lot* of code.

This menu lets one set the key of the sequence, and is brought up by the button with the "golden key" image on it.

This button shows a down around for the bottom half of the time signature. It's tooltip is "Time signature. Length of beat." But it is called bw, or beat width, in the code.

This menu is shown when pressing the button at the bottom of the window that has "Vol" as its label. Let's show the numbers as well to help the user. And we'll have to document this change.

This menu sets the scale to show on the panel, and the button shows a "staircase" image. See the c_music_scales enumeration defined in the globals module.

This section sets up two different menus. The first is m_menu_length. This menu lets one set the sequence length in bars. The second menu is the m_menu_bpm, or BPM, which here means "beats per measure" (not "beats per minute").

13.61.3.33 popup_menu()

```
void seq64::seqedit::popup_menu (
            Gtk::Menu * menu )  [private]
```

13.61.3.34 popup_event_menu()

```
void seq64::seqedit::popup_event_menu ( )  [private]
```

This menu has a large number of items. I think they are filled in in code, but can also be loaded from ~/.seq24usr. To be determined. Create the 8 sub-menus for the various ranges of controller changes, shown 16 per sub-menu.

13.61.3.35 popup_midibus_menu()

```
void seq64::seqedit::popup_midibus_menu ( )  [private]
```

The MIDI busses are obtained by getting the mastermidibus object, and iterating through the busses that it contains.

13.61.3.36 popup_sequence_menu()

```
void seq64::seqedit::popup_sequence_menu ( )  [private]
```

It is populated with an "Off" menu entry, and a second "[0]" menu entry that pulls up a drop-down menu of all of the patterns/sequences that are present in the MIDI file for screen-set 0. If more screensets have active sequences, then their screen-set number appears in the screen-set section of the menu.

Now, at present, we can only save background sequence numbers that are less than 128, which means the sequences from 0 to 127, or the first four screen sets. Higher sequences can be selected, but, right now, they cannot be saved. We'll probably fix that at some point, low priority.

13.61.3.37 popup_tool_menu()

```
void seq64::seqedit::popup_tool_menu ( )  [private]
```

This button shows three sub-menus that need to be filled in by this function. All the functions accessed here seem to be implemented by the do_action() function.

13.61.3.38 popup_midich_menu()

```
void seq64::seqedit::popup_midich_menu ( )  [private]
```

13.61.3.39 create_menu_image()

```
Gtk::Image * seq64::seqedit::create_menu_image (
            bool state = false )  [private]
```

13.61.3.40 timeout()

```
bool seq64::seqedit::timeout ( )  [private]
```

Note the new call to seqroll::follow_progress(). This allows the seqroll to pop to the next frame of events to continue to show the moving progress bar. Does this need to be an option? It only affects patterns longer than a measure or two, whatever the width of the seqroll window is. This is a new feature that is not in seq24.

What about seqtime? That doesn't change.

13.61.3.41 do_action()

```
void seq64::seqedit::do_action (
            int action,
            int var )  [private]
```

Note that the push_undo() calls push all of the current events (in sequence::m_events) onto the stack (as a single entry).

13.61.3.42 mouse_action()

```
void seq64::seqedit::mouse_action (
            mouse_action_e action )  [private]
```

13.61.3.43 start_playing()

```
void seq64::seqedit::start_playing ( )  [private]
```

13.61.3.44 stop_playing()

```
void seq64::seqedit::stop_playing ( )  [private]
```

13.61.3.45 change_focus()

```
void seq64::seqedit::change_focus (
            bool set_it = true )  [private]
```

Similar to the same function in eventedit.

Parameters

set_it	If true (the default value), indicates we want focus, otherwise we want to give up focus.

13.61.3.46 handle_close()

```
void seq64::seqedit::handle_close ( )  [private]
```

13.61.3.47 on_realize()

```
void seq64::seqedit::on_realize ( )  [private]
```

13.61.3.48 on_set_focus()

```
void seq64::seqedit::on_set_focus (
            Widget * focus )  [private]
```

Only works in certain circumstances.

13.61.3.49 on_focus_in_event()

```
bool seq64::seqedit::on_focus_in_event (
            GdkEventFocus *  )  [private]
```

13.61.3.50 on_focus_out_event()

```
bool seq64::seqedit::on_focus_out_event (
            GdkEventFocus *  )  [private]
```

13.61.3.51 on_delete_event()

```
bool seq64::seqedit::on_delete_event (
            GdkEventAny * event )  [private]
```

It tells the sequence to stop recording, tells the perform object's mastermidibus to stop processing input, and sets the sequence object's editing flag to false.

Warning

This function also calls "delete this"!

Returns

Always returns false.

13.61.3.52 on_scroll_event()

```
bool seq64::seqedit::on_scroll_event (
            GdkEventScroll * ev )  [private]
```

This handles moving the scroll wheel on a mouse or do a two-fingered scrolling action on a touchpad. If no modifier key is pressed, this moves the view up or down on the "notes" coordinate, showing different piano keys. This behavior is implemented in seqkeys::on_scroll_event(), and is called into play by returning false here.

If the Ctrl key is pressed, then the scrolling action causes the view to zoom in or out. This behavior is implemented here.

If the Shift key is pressed, then the scrolling action moves the view horizontally on the time-line (measures-line) of the piano roll. This behavior is implemented here.

13.61.3.53 on_key_press_event()

```
bool seq64::seqedit::on_key_press_event (
            GdkEventKey * ev )  [private]
```

A number of new keystrokes are processed, so that we can lessen the reliance on the mouse and work a little faster.

```
-   Ctrl-W keypress.  This keypress closes the sequence/pattern editor
    window by way of calling on_delete_event().  We could apply this
    convention to all the other windows.
-   z 0 Z zoom keys.  "z" zooms out, "Z" (Shift-z) zooms in, and "0"
    resets the zoom to the default.
-   Page-Up and Page-Down.  Moves up and down in the piano roll.
-   Home and End.  Page to the top or the bottom of the piano roll.
-   Shift-Page-Up and Shift-Page-Down.  Move left and right in the
    piano roll.
-   Shift-Home and Shift-End.  Page to the start or the end of the
    piano roll.
-   Ctrl-Page-Up and Ctrl-Page-Down.  Mirrors the zoom-in and zoom-out
    capabilities of scrolling up and down with the mouse while the
    Ctrl key is pressed.
```

The Keypad-End key is an issue on our ASUS "gaming" laptop. Whether it is seen as a "1" or an "End" key depends on an interaction between the Shift and the Num Lock key. Annoying, takes some time to get used to.

Change Note layk 2016-10-17 Issue #46. Undoing (ctrl-z) removes two instances of history. To reproduce this bug, if one makes three notes one at a time and presses ctrl-z once only the first one remains. Same goes for moving notes. This is due to this else-if statement where we call seqroll::on_key_press_event() making first removal. This if statement is never true and seqroll::on_key_press_event() is called again as Gtk::Window::on_key_press_event(), making another m_seq.pop_undo() in seqroll. Note that the code here was an (ill-advised) attempt to avoid the pattern title field from grabbing the initial keystrokes; better to just get used to clicking the piano roll first. Finally, fixing the undo bug also let's ctrl-page-up/page-down change the zoom. Lastly, we've removed the undo here... seqroll already handles both undo and redo keystrokes.

Change Note ca 2016-10-18 Issue #46. In addition to layk's fixes, we have to properly determine if we're inside the "Sequence Name" ("GtkEntry") field, as opposed to the "GtkDrawingArea" field, to avoid grabbing and using keystrokes intended for the text-entry field. We may have to rethink the whole seqroll vs. seqedit key-press process at some point, as this is a bit too tricky. Please note that the name "gtkmm__GtkEntry" likely applies only to GNU's C++ compiler, g++. This will be an issue in any port to Microsoft's C++ compiler.

Parameters

ev	Provides the keystroke event to be handled.

Returns

Returns true if we handled the keystroke here. Otherwise, returns the value of Gtk::Window::on_key_press↩ _event(ev).

13.61.4 Field Documentation

13.61.4.1 seqmenu

```
friend seq64::seqedit::seqmenu  [private]
```

13.61.4.2 m_initial_snap

```
int seq64::seqedit::m_initial_snap  [static], [private]
```

These items apply to all of the instances of seqedit, and are passed on to the following constructors:

- seqdata
- seqevent
- seqroll
- seqtime

The snap and note-length defaults would be good to write to the "user" configuration file. The scale and key would be nice to write to the proprietary section of the MIDI song. Or, even more flexibly, to each sequence, if that makes sense to do, since all tracks would generally be in the same key. Right, Charles Ives?

Note that, currently, that some of these "initial values" are modified, so that they are "contagious". That is, the next sequence to be opened in the sequence editor will adopt these values. This is a long-standing feature of Seq24, but strikes us as a bit surprising.

Change Note ca 2016-04-10 If we just double the PPQN, then the snap divisor becomes 32, and the snap interval is a 32nd note. We would like to keep it at a 16th note. We correct the snap ticks to the actual PPQN ratio.

13.61.4.3 m_initial_note_length

```
int seq64::seqedit::m_initial_note_length  [static], [private]
```

13.61.4.4 m_initial_chord

```
int seq64::seqedit::m_initial_chord  [static], [private]
```

13.61.4.5 m_initial_zoom

```
const int seq64::seqedit::m_initial_zoom  [private]
```

13.61.4.6 m_zoom

```
int seq64::seqedit::m_zoom  [private]
```

The value of zoom is the same as the number of pixels per tick on the piano roll.

13.61.4.7 m_snap

```
int seq64::seqedit::m_snap  [private]
```

13.61.4.8 m_note_length

```
int seq64::seqedit::m_note_length  [private]
```

13.61.4.9 m_scale

```
int seq64::seqedit::m_scale  [private]
```

13.61.4.10 m_chord

```
int seq64::seqedit::m_chord  [private]
```

13.61.4.11 m_key

```
int seq64::seqedit::m_key  [private]
```

13.61.4.12 m_bgsequence

```
int seq64::seqedit::m_bgsequence  [private]
```

13.61.4.13 m_measures

```
long seq64::seqedit::m_measures  [private]
```

13.61.4.14 m_ppqn

```
int seq64::seqedit::m_ppqn  [private]
```

13.61.4.15 m_pp_whole

```
int seq64::seqedit::m_pp_whole  [private]
```

13.61.4.16 m_pp_eighth

```
int seq64::seqedit::m_pp_eighth  [private]
```

13.61.4.17 m_pp_sixteenth

```
int seq64::seqedit::m_pp_sixteenth  [private]
```

13.61.4.18 m_seq

```
sequence& seq64::seqedit::m_seq  [private]
```

13.61.4.19 m_menubar

```
Gtk::MenuBar* seq64::seqedit::m_menubar  [private]
```

Many of these are menu items, and are associated with buttons that, when pressed, bring up the menu for display and selection of its entries.The top bar with menu buttons.

13.61.4.20 m_menu_tools

```
Gtk::Menu* seq64::seqedit::m_menu_tools  [private]
```

13.61.4.21 m_menu_zoom

```
Gtk::Menu* seq64::seqedit::m_menu_zoom  [private]
```

13.61.4.22 m_menu_snap

```
Gtk::Menu* seq64::seqedit::m_menu_snap  [private]
```

13.61.4.23 m_menu_note_length

```
Gtk::Menu* seq64::seqedit::m_menu_note_length  [private]
```

13.61.4.24 m_menu_length

```
Gtk::Menu* seq64::seqedit::m_menu_length  [private]
```

13.61.4.25 m_toggle_transpose

```
Gtk::ToggleButton* seq64::seqedit::m_toggle_transpose  [private]
```

13.61.4.26 m_image_transpose

```
Gtk::Image* seq64::seqedit::m_image_transpose  [private]
```

13.61.4.27 m_menu_midich

```
Gtk::Menu* seq64::seqedit::m_menu_midich  [private]
```

13.61.4.28 m_menu_midibus

```
Gtk::Menu* seq64::seqedit::m_menu_midibus  [private]
```

13.61.4.29 m_menu_data

```
Gtk::Menu* seq64::seqedit::m_menu_data  [private]
```

13.61.4.30 m_menu_key

```
Gtk::Menu* seq64::seqedit::m_menu_key  [private]
```

13.61.4.31 m_menu_scale

```
Gtk::Menu* seq64::seqedit::m_menu_scale  [private]
```

13.61.4.32 m_menu_chords

```
Gtk::Menu* seq64::seqedit::m_menu_chords  [private]
```

13.61.4.33 m_menu_sequences

```
Gtk::Menu* seq64::seqedit::m_menu_sequences  [private]
```

13.61.4.34 m_menu_bpm

```
Gtk::Menu* seq64::seqedit::m_menu_bpm  [private]
```

13.61.4.35 m_menu_bw

```
Gtk::Menu* seq64::seqedit::m_menu_bw  [private]
```

13.61.4.36 m_menu_rec_vol

```
Gtk::Menu* seq64::seqedit::m_menu_rec_vol  [private]
```

13.61.4.37 m_vadjust

```
Gtk::Adjustment* seq64::seqedit::m_vadjust  [private]
```

Vertical position descriptor.

13.61.4.38 m_hadjust

```
Gtk::Adjustment* seq64::seqedit::m_hadjust  [private]
```

13.61.4.39 m_vscroll_new

```
Gtk::VScrollbar* seq64::seqedit::m_vscroll_new  [private]
```

13.61.4.40 m_hscroll_new

```
Gtk::HScrollbar* seq64::seqedit::m_hscroll_new  [private]
```

13.61.4.41 m_seqkeys_wid

```
seqkeys* seq64::seqedit::m_seqkeys_wid  [private]
```

This item draws the piano-keys at the left of the seqedit window.

13.61.4.42 m_seqtime_wid

```
seqtime* seq64::seqedit::m_seqtime_wid  [private]
```

This is the location where the measure numbers and the END marker are shown.

13.61.4.43 m_seqdata_wid

```
seqdata* seq64::seqedit::m_seqdata_wid  [private]
```

This is the area at the bottom of the window that shows value lines for the selected kinds of events.

13.61.4.44 m_seqevent_wid

```
seqevent* seq64::seqedit::m_seqevent_wid  [private]
```

13.61.4.45 m_seqroll_wid

```
seqroll* seq64::seqedit::m_seqroll_wid  [private]
```

13.61.4.46 m_button_lfo

```
Gtk::Button* seq64::seqedit::m_button_lfo  [private]
```

This item will always be an optional part of the build, enabled by defining SEQ64_STAZED_LFO_SUPPORT.

13.61.4.47 m_lfo_wnd

```
lfownd* seq64::seqedit::m_lfo_wnd  [private]
```

This item get the seqdata window hooked into it, and so must follow that item in the C++ initializer list.

13.61.4.48 m_table

```
Gtk::Table* seq64::seqedit::m_table  [private]
```

These items provide a number of buttons and text-entry fields, as well as their layout.The layout table for editor.

13.61.4.49 m_vbox

```
Gtk::VBox* seq64::seqedit::m_vbox  [private]
```

13.61.4.50 m_hbox

```
Gtk::HBox* seq64::seqedit::m_hbox  [private]
```

13.61.4.51 m_hbox2

```
Gtk::HBox* seq64::seqedit::m_hbox2  [private]
```

13.61.4.52 m_button_undo

```
Gtk::Button* seq64::seqedit::m_button_undo  [private]
```

13.61.4.53 m_button_redo

```
Gtk::Button* seq64::seqedit::m_button_redo  [private]
```

13.61.4.54 m_button_quantize

```
Gtk::Button* seq64::seqedit::m_button_quantize  [private]
```

13.61.4.55 m_button_tools

```
Gtk::Button* seq64::seqedit::m_button_tools  [private]
```

13.61.4.56 m_button_sequence

```
Gtk::Button* seq64::seqedit::m_button_sequence  [private]
```

13.61.4.57 m_entry_sequence

```
Gtk::Entry* seq64::seqedit::m_entry_sequence  [private]
```

13.61.4.58 m_button_bus

```
Gtk::Button* seq64::seqedit::m_button_bus  [private]
```

13.61.4.59 m_entry_bus

```
Gtk::Entry* seq64::seqedit::m_entry_bus  [private]
```

13.61.4.60 m_button_channel

```
Gtk::Button* seq64::seqedit::m_button_channel  [private]
```

13.61.4.61 m_entry_channel

```
Gtk::Entry* seq64::seqedit::m_entry_channel  [private]
```

13.61.4.62 m_button_snap

```
Gtk::Button* seq64::seqedit::m_button_snap  [private]
```

13.61.4.63 m_entry_snap

```
Gtk::Entry* seq64::seqedit::m_entry_snap  [private]
```

13.61.4.64 m_button_note_length

```
Gtk::Button* seq64::seqedit::m_button_note_length  [private]
```

13.61.4.65 m_entry_note_length

```
Gtk::Entry* seq64::seqedit::m_entry_note_length  [private]
```

13.61.4.66 m_button_zoom

```
Gtk::Button* seq64::seqedit::m_button_zoom  [private]
```

13.61.4.67 m_entry_zoom

```
Gtk::Entry* seq64::seqedit::m_entry_zoom  [private]
```

13.61.4.68 m_button_length

```
Gtk::Button* seq64::seqedit::m_button_length  [private]
```

13.61.4.69 m_entry_length

```
Gtk::Entry* seq64::seqedit::m_entry_length  [private]
```

13.61.4.70 m_button_key

```
Gtk::Button* seq64::seqedit::m_button_key  [private]
```

13.61.4.71 m_entry_key

```
Gtk::Entry* seq64::seqedit::m_entry_key  [private]
```

13.61.4.72 m_button_scale

```
Gtk::Button* seq64::seqedit::m_button_scale  [private]
```

13.61.4.73 m_entry_scale

```
Gtk::Entry* seq64::seqedit::m_entry_scale  [private]
```

13.61.4.74 m_button_chord

```
Gtk::Button* seq64::seqedit::m_button_chord  [private]
```

13.61.4.75 m_entry_chord

```
Gtk::Entry* seq64::seqedit::m_entry_chord  [private]
```

13.61.4.76 m_tooltips

```
Gtk::Tooltips* seq64::seqedit::m_tooltips  [private]
```

13.61.4.77 m_button_data

```
Gtk::Button* seq64::seqedit::m_button_data  [private]
```

13.61.4.78 m_entry_data

```
Gtk::Entry* seq64::seqedit::m_entry_data  [private]
```

13.61.4.79 m_button_bpm

```
Gtk::Button* seq64::seqedit::m_button_bpm  [private]
```

13.61.4.80 m_entry_bpm

```
Gtk::Entry* seq64::seqedit::m_entry_bpm  [private]
```

13.61.4.81 m_button_bw

```
Gtk::Button* seq64::seqedit::m_button_bw  [private]
```

13.61.4.82 m_entry_bw

```
Gtk::Entry* seq64::seqedit::m_entry_bw  [private]
```

13.61.4.83 m_button_rec_vol

```
Gtk::Button* seq64::seqedit::m_button_rec_vol  [private]
```

13.61.4.84 m_toggle_play

```
Gtk::ToggleButton* seq64::seqedit::m_toggle_play  [private]
```

13.61.4.85 m_toggle_record

```
Gtk::ToggleButton* seq64::seqedit::m_toggle_record  [private]
```

13.61.4.86 m_toggle_q_rec

```
Gtk::ToggleButton* seq64::seqedit::m_toggle_q_rec  [private]
```

13.61.4.87 m_toggle_thru

```
Gtk::ToggleButton* seq64::seqedit::m_toggle_thru  [private]
```

13.61.4.88 m_entry_name

```
Gtk::Entry* seq64::seqedit::m_entry_name  [private]
```

13.61.4.89 m_editing_status

```
midibyte seq64::seqedit::m_editing_status  [private]
```

13.61.4.90 m_editing_cc

```
midibyte seq64::seqedit::m_editing_cc  [private]
```

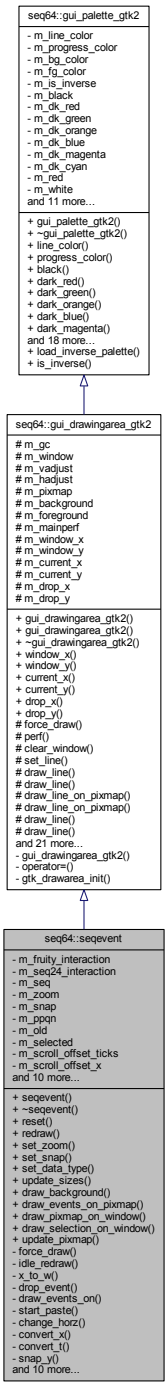
13.61.4.91 m_have_focus

```
bool seq64::seqedit::m_have_focus  [private]
```

13.62 seq64::seqevent Class Reference

Implements the piano event drawing area.

Inheritance diagram for seq64::seqevent:



Public Member Functions

- seqevent (perform &p, sequence &seq, int zoom, int snap, seqdata &seqdata_wid, Gtk::Adjustment &hadjust, int ppqn=SEQ64_USE_DEFAULT_PPQN)

Principal constructor.

- virtual ~seqevent ()

  Let's provide a do-nothing virtual destructor.
- void reset ()

  This function basically resets the whole widget as if it was realized again.
- void redraw ()

  Adjusts the scrolling offset for ticks, updates the pixmap, and draws it on the window.
- void set_zoom (int zoom)

  Sets zoom to the given value, and resets if the value ended up being changed.
- void set_snap (int snap)

  'Setter' function for member m_snap Simply sets the snap member.
- void set_data_type (midibyte status, midibyte control)

  Sets the status to the given parameter, and the CC value to the given optional control parameter, which defaults to 0.
- void update_sizes ()

  If the window is realized, this function creates a pixmap with window dimensions, the updates the pixmap, and queues up a redraw.
- void draw_background ()

  This function updates the background.
- void draw_events_on_pixmap ()

  This function fills the main pixmap with events.
- void draw_pixmap_on_window ()

  This function currently just queues up a draw operation for the pixmap.
- void draw_selection_on_window ()

  Draw the selected events on the window.
- void update_pixmap ()

  Redraws the background pixmap on the main pixmap, then puts the events on.

Private Member Functions

- virtual void force_draw ()

  Forces a draw on the current drawable area of the window.
- int idle_redraw ()

  Implements redraw while idling.
- void x_to_w (int x1, int x2, int &x, int &w)

  This function checks the mins / maxes.
- void drop_event (midipulse tick)

  Drops (adds) an event at the given tick.
- void draw_events_on (Glib::RefPtr< Gdk::Drawable > draw)

  Draws events on the given drawable object.
- void start_paste ()

  Starts a paste operation.
- void change_horz ()

  Changes the horizontal scrolling offset for ticks, then updates the pixmap and forces a redraw.
- void convert_x (int x, midipulse &tick)

  Takes the screen x coordinate, multiplies it by the current zoom, and returns the tick value in the given parameter.
- void convert_t (midipulse tick, int &x)

  Converts the given tick value to an x corrdinate, based on the zoom, and returns it via the second parameter.
- void snap_y (int &y)

  This function performs a 'snap' on y.
- void snap_x (int &x)

This function performs a 'snap' on x.

- void on_realize ()

  Implements the on-realize callback.
- bool on_expose_event (GdkEventExpose *ev)

  Implements the on-expose event callback.
- bool on_button_press_event (GdkEventButton *ev)

  Implements the on-button-press event callback.
- bool on_button_release_event (GdkEventButton *ev)

  Implements the on-button-release event callback.
- bool on_motion_notify_event (GdkEventMotion *ev)

  Implements the on-motion-notify event callback.
- bool on_focus_in_event (GdkEventFocus *)

  Responds to a focus event by setting the HAS_FOCUS flag.
- bool on_focus_out_event (GdkEventFocus *)

  Responds to a unfocus event by resetting the HAS_FOCUS flag.
- bool on_key_press_event (GdkEventKey *p0)

  Implements the key-press event callback function.
- void on_size_allocate (Gtk::Allocation &)

  Implements the on-size-allocate event callback.

Private Attributes

- FruitySeqEventInput m_fruity_interaction

  Provides the mouse-handling paradigm for the fruity interaction.
- Seq24SeqEventInput m_seq24_interaction

  Provides the normal mouse-handling for Sequencer64.
- sequence & m_seq

  Provides a reference to the sequence whose data is represented in this seqevent object.
- int m_zoom

  Zoom setting, means that one pixel == m_zoom ticks.
- int m_snap

  The grid-snap setting for the event bar grid.
- int m_ppqn

  The value to use for the PPQN for this sequence.
- GdkRectangle m_old

  Used in drawing the event selection in the thing event row.
- GdkRectangle m_selected

  Used in moving and pasting the selected events in the thin event row.
- int m_scroll_offset_ticks

  Provides the offset of the ticks in the event view based on where the scroll-bar has moved the view "window".
- int m_scroll_offset_x

  Provides the offset of the pixels in the event view based on where the scroll-bar has moved the view "window".
- seqdata & m_seqdata_wid

  The data view that parallels this event view.
- bool m_selecting

  Used when highlighting a bunch of events.
- bool m_moving_init

  Used externally by the fruityseq and seq24seq modules, to initialize the act of moving events.
- bool m_moving

  Indicates that this pane is in the act of moving a selection.

- bool m_growing

  Used externally by the fruityseq and seq24seq modules, when growing the event duration.
- bool m_painting

  Used externally by the fruityseq and seq24seq modules, in painting the selected events.
- bool m_paste

  Indicates that we've selected some events and are in paste mode.
- int m_move_snap_offset_x

  Used externally by the fruityseq and seq24seq modules, in snapping.
- midibyte m_status

  Indicates what is the data window currently editing.
- midibyte m_cc

  Indicates what is the data window currently editing.

Friends

- struct FruitySeqEventInput
- struct Seq24SeqEventInput

Additional Inherited Members

13.62.1 Constructor & Destructor Documentation

13.62.1.1 seqevent()

```
seq64::seqevent::seqevent (
            perform & p,
            sequence & seq,
            int zoom,
            int snap,
            seqdata & seqdata_wid,
            Gtk::Adjustment & hadjust,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

Parameters

p	The "parent" perform object controlling all of the sequences.
seq	The current sequence operated on by this object.
zoom	The initial zoom value.
snap	The initial snap value.
seqdata_wid	The data pane that this event pane is associated with.
hadjust	The horizontal scroll-bar.
ppqn	The initial PPQN value.

13.62.1.2 ~seqevent()

```
virtual seq64::seqevent::~seqevent ( )  [inline], [virtual]
```

13.62.2 Member Function Documentation

13.62.2.1 reset()

```
void seq64::seqevent::reset ( )
```

Basically identical to seqtime::reset().

13.62.2.2 redraw()

```
void seq64::seqevent::redraw ( )
```

Somewhat similar to seqroll::redraw().

13.62.2.3 set_zoom()

```
void seq64::seqevent::set_zoom (
            int z )
```

Parameters

z	The desired zoom value, assumed to be validated already. See the seqedit::set_zoom() function.

13.62.2.4 set_snap()

```
void seq64::seqevent::set_snap (
            int snap )  [inline]
```

The parameter is not validated.

13.62.2.5 set_data_type()

```
void seq64::seqevent::set_data_type (
            midibyte status,
            midibyte control )
```

Then redraws.

Parameters

status	The status/event byte to set. For example, EVENT_NOTE_ON and EVENT_NOTE off. This byte should have the channel nybble cleared.
control	The MIDI CC byte to set.

13.62.2.6 update_sizes()

```
void seq64::seqevent::update_sizes ( )
```

This ends up filling the background with dotted lines, etc.

13.62.2.7 draw_background()

```
void seq64::seqevent::draw_background ( )
```

It sets the foreground to white, draws the rectangle, in order to clear the pixmap. The build-time option SEQ64↩ _SOLID_PIANOROLL_GRID causes solid lines to be drawn, in gray, instead of dotted black lines, for a smoother look.

Also, as a trial option, if the current data type is EVENT_NOTE_ON, EVENT_NOTE_OFF, and EVENT_AFTER↩ TOUCH, we draw the background in light grey to remind the user that there are issues in copying or moving these events around (unlinked) by themselves.

13.62.2.8 draw_events_on_pixmap()

```
void seq64::seqevent::draw_events_on_pixmap ( )
```

13.62.2.9 draw_pixmap_on_window()

```
void seq64::seqevent::draw_pixmap_on_window ( )
```

Old comments:

```
It then tells event to do the same.  We changed something on this
window, and chances are we need to update the event widget as well and
update our velocity window.
```

13.62.2.10 draw_selection_on_window()

```
void seq64::seqevent::draw_selection_on_window ( )
```

13.62.2.11 update_pixmap()

```
void seq64::seqevent::update_pixmap ( )
```

13.62.2.12 force_draw()

```
void seq64::seqevent::force_draw ( )  [private], [virtual]
```

Reimplemented from seq64::gui_drawingarea_gtk2.

13.62.2.13 idle_redraw()

```
int seq64::seqevent::idle_redraw ( )  [private]
```

Who calls this routine? Probably the default timer routine, but not sure.

Returns

Always returns true.

13.62.2.14 x_to_w()

```
void seq64::seqevent::x_to_w (
            int x1,
            int x2,
            int & x,
            int & w )  [private]
```

Then it fills in x and the width.

Parameters

	x1	The "left" x value.
	x2	The "right" x value.
out	*x*	The destination for the converted x value.
out	*w*	The destination for the converted width value.

13.62.2.15 drop_event()

```
void seq64::seqevent::drop_event (
            midipulse tick )  [private]
```

It sets the first byte properly for after-touch, program-change, channel-pressure, and pitch-wheel. The type of event is determined by m_status.

Parameters

tick	The destination time (division, pulse, tick) for the event to be dropped at.

13.62.2.16 draw_events_on()

```
void seq64::seqevent::draw_events_on (
            Glib::RefPtr< Gdk::Drawable > drawable )  [private]
```

Very similar to seqdata::draw_events_on().

Parameters

drawable	The given drawable object.

13.62.2.17 start_paste()

```
void seq64::seqevent::start_paste ( )  [private]
```

It gets the clipboard box that selected elements are in, makes a coordinate conversion, and then, sets the m_↩ selected rectangle to hold the (x,y,w,h) of the selected events.

13.62.2.18 change_horz()

```
void seq64::seqevent::change_horz ( )  [private]
```

Very similar to seqroll::change_horz(). Basically identical to seqdata::change_horz().

13.62.2.19 convert_x()

```
void seq64::seqevent::convert_x (
            int x,
            midipulse & tick )  [inline], [private]
```

Why not just return it normally?

Parameters

	x	The x (pixel) value to convert.
out	*tick*	The destination for the converted x value.

13.62.2.20 convert_t()

```
void seq64::seqevent::convert_t (
            midipulse tick,
            int & x )  [inline], [private]
```

Why not just return it normally?

Parameters

	tick	The tick (pulse) value to convert.
out	*x*	The destination for the converted tick value.

13.62.2.21 snap_y()

```
void seq64::seqevent::snap_y (
            int & y )  [inline], [private]
```

Parameters

out	*y*	The return parameter for the conversion. Why not just return the value?

13.62.2.22 snap_x()

```
void seq64::seqevent::snap_x (
            int & x )  [private]
```

- snap = number pulses to snap to
- m_zoom = number of pulses per pixel
- Therefore snap / m_zoom = number of pixels to snap to.

Parameters

out	*x*	The output destination for the snapped x value.

13.62.2.23 on_realize()

```
void seq64::seqevent::on_realize ( )  [private]
```

It calls the base-class version, and then allocates additional resource not allocated in the constructor. Finally, it connects up the change_horz function.

13.62.2.24 on_expose_event()

```
bool seq64::seqevent::on_expose_event (
            GdkEventExpose * ev )  [private]
```

Parameters

ev	The expose event.

13.62.2.25 on_button_press_event()

```
bool seq64::seqevent::on_button_press_event (
            GdkEventButton * ev )  [private]
```

It distinguishes between the Seq24 and Fruity varieties of mouse interaction.

Odd. In the legacy code, each case fell through to the next case to the "default" case! We will assume for now that this is incorrect.

Note that returning "true" from a Gtkmm event-handler stops the propagation of the event to higher-level widgets. The Fruity and Seq24 event handlers return true, always. In the legacy code, though, the fall-through code caused false to be returned, always. Not sure what effect this had. Added some fixes, but then commented them out until better testing can be done.

Parameters

ev	The button event.

Returns

Returns true if the button-press was handled.

13.62.2.26 on_button_release_event()

```
bool seq64::seqevent::on_button_release_event (
            GdkEventButton * ev )  [private]
```

It distinguishes between the Seq24 and Fruity varieties of mouse interaction.

Odd. The fruity case fell through to the Seq24 case. We will assume for now that this is correct. Added some fixes, but then commented them out until better testing can be done.

Parameters

ev	The button event.

Returns

Returns true if the button-press was handled.

13.62.2.27 on_motion_notify_event()

```
bool seq64::seqevent::on_motion_notify_event (
            GdkEventMotion * ev )  [private]
```

It distinguishes between the Seq24 and Fruity varieties of mouse interaction.

Odd. The fruity case fell through to the Seq24 case. We will assume for now that this is correct. Added some fixes, but then commented them out until better testing can be done.

Parameters

ev	The motion event.

Returns

Returns true if the motion-event was handled.

13.62.2.28 on_focus_in_event()

```
bool seq64::seqevent::on_focus_in_event (
            GdkEventFocus *  )  [private]
```

Parameter "ev" is the focus event, unused.

Returns

Always returns false.

13.62.2.29 on_focus_out_event()

```
bool seq64::seqevent::on_focus_out_event (
            GdkEventFocus *  )  [private]
```

Parameter "ev" is the focus event, unused.

Returns

Always returns false.

13.62.2.30 on_key_press_event()

```
bool seq64::seqevent::on_key_press_event (
            GdkEventKey * ev )  [private]
```

It handles deleted a selection via the Backspace or Delete keys, cut via Ctrl-X, copy via Ctrl-C, paste via Ctrl-V, and undo via Ctrl-Z.

Would be nice to provide redo functionality via Ctrl-Y. :-)

Parameters

ev	The key-press event.

Returns

Returns true if an event was handled. Only some of the handled events also cause the perform modification flag to be set as a side-effect.

13.62.2.31 on_size_allocate()

```
void seq64::seqevent::on_size_allocate (
            Gtk::Allocation & a )  [private]
```

The m_window_x and m_window_y values are set to the allocation width and height, respectively.

Parameters

a	The allocation to be processed.

13.62.3 Friends And Related Function Documentation

13.62.3.1 FruitySeqEventInput

```
friend struct FruitySeqEventInput  [friend]
```

13.62.3.2 Seq24SeqEventInput

```
friend struct Seq24SeqEventInput  [friend]
```

13.62.4 Field Documentation

13.62.4.1 m_fruity_interaction

```
FruitySeqEventInput seq64::seqevent::m_fruity_interaction  [private]
```

Why should we need both at the same time? Just load the one that is specified in the configuration.

13.62.4.2 m_seq24_interaction

```
Seq24SeqEventInput seq64::seqevent::m_seq24_interaction  [private]
```

13.62.4.3 m_seq

```
sequence& seq64::seqevent::m_seq  [private]
```

13.62.4.4 m_zoom

```
int seq64::seqevent::m_zoom  [private]
```

13.62.4.5 m_snap

```
int seq64::seqevent::m_snap  [private]
```

Same meaning as for the piano roll. This value is the denominator of the note size used for the snap.

13.62.4.6 m_ppqn

```
int seq64::seqevent::m_ppqn  [private]
```

Used in snap and zoom scaling.

13.62.4.7 m_old

```
GdkRectangle seq64::seqevent::m_old  [private]
```

13.62.4.8 m_selected

```
GdkRectangle seq64::seqevent::m_selected  [private]
```

13.62.4.9 m_scroll_offset_ticks

```
int seq64::seqevent::m_scroll_offset_ticks  [private]
```

13.62.4.10 m_scroll_offset_x

```
int seq64::seqevent::m_scroll_offset_x  [private]
```

Set to m_scroll_offset_ticks divided by m_zoom.

13.62.4.11 m_seqdata_wid

```
seqdata& seq64::seqevent::m_seqdata_wid  [private]
```

13.62.4.12 m_selecting

```
bool seq64::seqevent::m_selecting  [private]
```

13.62.4.13 m_moving_init

```
bool seq64::seqevent::m_moving_init  [private]
```

13.62.4.14 m_moving

```
bool seq64::seqevent::m_moving  [private]
```

WARNING: This operation seems to have a bug. It makes the events very very long. This bug exists in Seq24.

13.62.4.15 m_growing

```
bool seq64::seqevent::m_growing  [private]
```

Does growing work in this view? Need to do some better testing.

13.62.4.16 m_painting

```
bool seq64::seqevent::m_painting  [private]
```

13.62.4.17 m_paste

```
bool seq64::seqevent::m_paste  [private]
```

13.62.4.18 m_move_snap_offset_x

```
int seq64::seqevent::m_move_snap_offset_x  [private]
```

13.62.4.19 m_status

```
midibyte seq64::seqevent::m_status  [private]
```

The current status/event byte.

13.62.4.20 m_cc

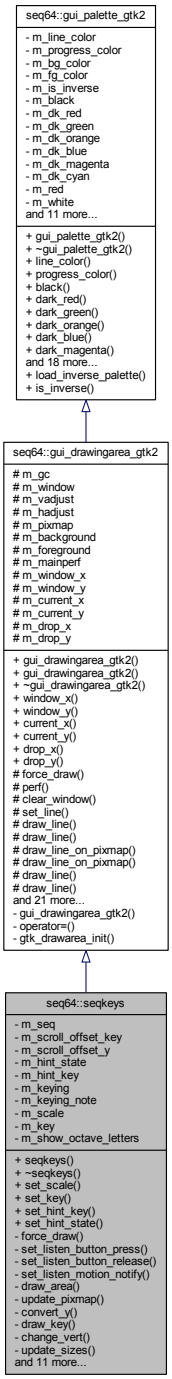
```
midibyte seq64::seqevent::m_cc  [private]
```

The current MIDI CC value.

13.63 seq64::seqkeys Class Reference

This class implements the left side piano of the pattern/sequence editor.

Inheritance diagram for seq64::seqkeys:



Public Member Functions

- seqkeys (sequence &seq, perform &p, Gtk::Adjustment &vadjust)

Principal constructor.

- virtual ~seqkeys ()

  Let's provide a do-nothing virtual destructor.
- void set_scale (int scale)

  Sets the musical scale, then resets.
- void set_key (int key)

  Sets the musical key, then resets.
- void set_hint_key (int key)

  Sets a key to grey so that it can serve as a scale hint.
- void set_hint_state (bool state)

  Sets the hint state to the given value.

Private Member Functions

- virtual void force_draw ()

  Forces a draw operation on the whole window.
- void set_listen_button_press (GdkEventButton *ev)

  Sneaky accessors for the seqroll friend.
- void set_listen_button_release (GdkEventButton *ev)
- void set_listen_motion_notify (GdkEventMotion *ev)
- void draw_area ()

  Draws the updated pixmap on the drawable area of the window where the keys' location is hardwired.
- void update_pixmap ()

  Updates the pixmaps to prepare it for the next draw operation.
- void convert_y (int y, int &note)

  Takes the screen y coordinate, and returns the note value in the second parameter.
- void draw_key (int key, bool state)

  Draws the given key according to the given state.
- void change_vert ()

  Changes the y offset of the scrolling, and the forces a draw.
- void update_sizes ()
- void reset ()

  Resetting the keys view updates the pixmap and queues up a draw operation.
- bool is_black_key (int key) const

  Detects a black key.
- void on_realize ()

  Implements the on-realize event.
- bool on_expose_event (GdkEventExpose *ev)

  Implements the on-expose event, by drawing on the window.
- bool on_button_press_event (GdkEventButton *ev)

  Implements the on-button-press event callback.
- bool on_button_release_event (GdkEventButton *ev)

  Implements the on-button-release event callback.
- bool on_motion_notify_event (GdkEventMotion *p0)

  Implements the on-motion-notify event handler.
- bool on_enter_notify_event (GdkEventCrossing *p0)

  Implements the on-enter notification event handler.
- bool on_leave_notify_event (GdkEventCrossing *p0)

  Implements the on-leave notification event handler.
- bool on_scroll_event (GdkEventScroll *ev)

  Implements the on-scroll-event notification event handler.
- void on_size_allocate (Gtk::Allocation &)

  Implements the on-size-allocation notification event handler.

Private Attributes

- sequence & m_seq

  The sequence object that the keys pane will be using.
- int m_scroll_offset_key

  Provides the value of the current top key in the keys pane.
- int m_scroll_offset_y

  Provides the value of the current top key in the keys pane in units of relative pixels.
- bool m_hint_state

  Indicates if a piano key is set to indicate where on the pitch scale the mouse cursor is sitting.
- int m_hint_key

  Indicates the current y-value of the mouse pointer in units of key value.
- bool m_keying

  Set to true while the left mouse button is being pressed.
- int m_keying_note

  The note to be played when selected in the seqkeys pane.
- int m_scale

  This member holds the scale value for the musical scale for the current edit of the sequence.
- int m_key

  This member holds the key value for the musical key for the current edit of the sequence.
- bool m_show_octave_letters

  The default value is to show the octave letters on the vertical virtual keyboard.

Friends

- class seqroll
- class FruitySeqRollInput

Additional Inherited Members

13.63.1 Detailed Description

Note the friends of this class, seqroll and FruitySeqRollInput. Where is Seq24SeqRollInput? Gone. It has been folded back into seqroll.

13.63.2 Constructor & Destructor Documentation

13.63.2.1 seqkeys()

```
seq64::seqkeys::seqkeys (
            sequence & seq,
            perform & p,
            Gtk::Adjustment & vadjust )
```

Parameters

seq	Provides the sequence object to which this seqkeys pane is associated.
p	Provides the performance object to which this seqkeys pane (and all sequences) are associated.
vadjust	The range object for the vertical scrollbar linked to the position in the seqkeys pane.

13.63.2.2 ~seqkeys()

```
virtual seq64::seqkeys::~seqkeys ( )  [inline], [virtual]
```

13.63.3 Member Function Documentation

13.63.3.1 set_scale()

```
void seq64::seqkeys::set_scale (
            int scale )
```

This function is called by the seqedit class.

Parameters

scale	The musical scale value to be set.

13.63.3.2 set_key()

```
void seq64::seqkeys::set_key (
            int key )
```

Parameters

key	The musical key value to be set.

13.63.3.3 set_hint_key()

```
void seq64::seqkeys::set_hint_key (
            int key )
```

If m_hint_state is true, the key is drawn (again).

Parameters

key	The key value to set the hint-key to.

13.63.3.4 set_hint_state()

```
void seq64::seqkeys::set_hint_state (
            bool state )
```

Parameters

state	Provides the value for hinting, where true == on, false == off.

13.63.3.5 force_draw()

```
void seq64::seqkeys::force_draw ( )  [private], [virtual]
```

Unlike most other overridden versions of force_draw(), this one does not call the base-class version.

Reimplemented from seq64::gui_drawingarea_gtk2.

13.63.3.6 set_listen_button_press()

```
void seq64::seqkeys::set_listen_button_press (
            GdkEventButton * ev )  [inline], [private]
```

From the stazed code.

Parameters

ev	The event to be forwarded from the seqroll.

13.63.3.7 set_listen_button_release()

```
void seq64::seqkeys::set_listen_button_release (
            GdkEventButton * ev )  [inline], [private]
```

13.63.3.8 set_listen_motion_notify()

```
void seq64::seqkeys::set_listen_motion_notify (
            GdkEventMotion * ev )  [inline], [private]
```

13.63.3.9 draw_area()

```
void seq64::seqkeys::draw_area ( )  [private]
```

13.63.3.10 update_pixmap()

```
void seq64::seqkeys::update_pixmap ( )  [private]
```

This function draws the keys, which range from 0 to 127 (SEQ64_MIDI_COUNT_MAX - 1 = c_num_keys - 1). Every octave, a key letter and number (e.g. "C4") is shown. The letter is adjusted to match the current scale (e.g. "C#4").

We want to support an option to show the key number rather than the note letter/number combination, and perhaps to toggle between them. The current difficulty is that the fonts used are just a little to high to fit within the vertical limits of each key. We really don't want to change the vertical size at this time, so we just print every other note value.

Also note that this algorithm draws from the top down, so we have to account for that.

13.63.3.11 convert_y()

```
void seq64::seqkeys::convert_y (
            int y,
            int & note )  [private]
```

Parameters

	y	The y (vertical) screen coordinate to convert.
out	*note*	The destination for the note calculation. This would be better as a return value.

13.63.3.12 draw_key()

```
void seq64::seqkeys::draw_key (
            int key,
            bool state )  [private]
```

It accounts for the black keys and the white keys, and for the highlighting of the active key.

Parameters

key	The key to be drawn.
state	How the key is to be drawn, where false == normal, true == grayed. A key is greyed when the mouse cursor is at the same vertical location on the piano as the key.

13.63.3.13 change_vert()

```
void seq64::seqkeys::change_vert ( )  [private]
```

Weird, in seq24 and here, the following was used, completely by accident! We fixed it, but must beware!

```
    m_scroll_offset_y = m_scroll_offset_key * c_key_y,  // comma operator!!!
    force_draw();
```

13.63.3.14 update_sizes()

```
void seq64::seqkeys::update_sizes ( )  [private]
```

13.63.3.15 reset()

```
void seq64::seqkeys::reset ( )  [private]
```

13.63.3.16 is_black_key()

```
bool seq64::seqkeys::is_black_key (
            int key ) const  [inline], [private]
```

Parameters

key	The key to analyze.

Returns

Returns true if the key is black (value 1, 3, 6, 8, or 10).

13.63.3.17 on_realize()

```
void seq64::seqkeys::on_realize ( )  [private]
```

Call the base-class version and then allocates resources that could not be allocated in the constructor. It connects the change_vert() function and then calls it.

13.63.3.18 on_expose_event()

```
bool seq64::seqkeys::on_expose_event (
            GdkEventExpose * ev )  [private]
```

Parameters

ev	The expose-event object.

13.63.3.19 on_button_press_event()

```
bool seq64::seqkeys::on_button_press_event (
            GdkEventButton * ev )  [private]
```

It handles the left and right buttons. The left button, pressed on the piano keyboard, causes m_keying to be set to true, and the given note to play. The right button toggles the note display between letter/number and MIDI note number.

Parameters

ev	The mouse-button event to use.

Returns

Always returns true.

13.63.3.20 on_button_release_event()

```
bool seq64::seqkeys::on_button_release_event (
            GdkEventButton * ev )  [private]
```

It currently handles only the left button, and only if m_keying is true.

This function is used after pressing on one of the keys on the left-side piano keyboard, to make it play, and turns off the playing of the note.

Parameters

ev	The button-event.

Returns

Always returns true.

13.63.3.21 on_motion_notify_event()

```
bool seq64::seqkeys::on_motion_notify_event (
            GdkEventMotion * p0 )  [private]
```

This allows rolling down the keyboard, playing the notes one-by-one.

Parameters

p0	The motion event.

Returns

Always returns false.

13.63.3.22 on_enter_notify_event()

```
bool seq64::seqkeys::on_enter_notify_event (
            GdkEventCrossing * p0 )  [private]
```

This greys the current key.

13.63.3.23 on_leave_notify_event()

```
bool seq64::seqkeys::on_leave_notify_event (
            GdkEventCrossing * p0 )  [private]
```

This un-greys the current key and stops playing the note.

13.63.3.24 on_scroll_event()

```
bool seq64::seqkeys::on_scroll_event (
            GdkEventScroll * ev )  [private]
```

Note that there is no usage of the modifier keys (e.g. Shift or Ctrl). Compare this function to seqedit::on_scroll_↩ event().

Parameters

ev	Provides the direction of the scroll event.

Returns

Always returns true.

13.63.3.25 on_size_allocate()

```
void seq64::seqkeys::on_size_allocate (
            Gtk::Allocation & all )  [private]
```

Parameters

all	Provies the allocation and its width and height.

13.63.4 Friends And Related Function Documentation

13.63.4.1 seqroll

```
friend class seqroll  [friend]
```

13.63.4.2 FruitySeqRollInput

```
friend class FruitySeqRollInput  [friend]
```

13.63.5 Field Documentation

13.63.5.1 m_seq

```
sequence& seq64::seqkeys::m_seq  [private]
```

13.63.5.2 m_scroll_offset_key

```
int seq64::seqkeys::m_scroll_offset_key  [private]
```

Modified in change_vert().

13.63.5.3 m_scroll_offset_y

```
int seq64::seqkeys::m_scroll_offset_y  [private]
```

Modified in change_vert().

13.63.5.4 m_hint_state

```
bool seq64::seqkeys::m_hint_state  [private]
```

13.63.5.5 m_hint_key

```
int seq64::seqkeys::m_hint_key  [private]
```

13.63.5.6 m_keying

```
bool seq64::seqkeys::m_keying  [private]
```

Used in playing the sound for each note as it is clicked in the seqkeys pane.

13.63.5.7 m_keying_note

```
int seq64::seqkeys::m_keying_note  [private]
```

13.63.5.8 m_scale

```
int seq64::seqkeys::m_scale  [private]
```

13.63.5.9 m_key

```
int seq64::seqkeys::m_key  [private]
```

13.63.5.10 m_show_octave_letters

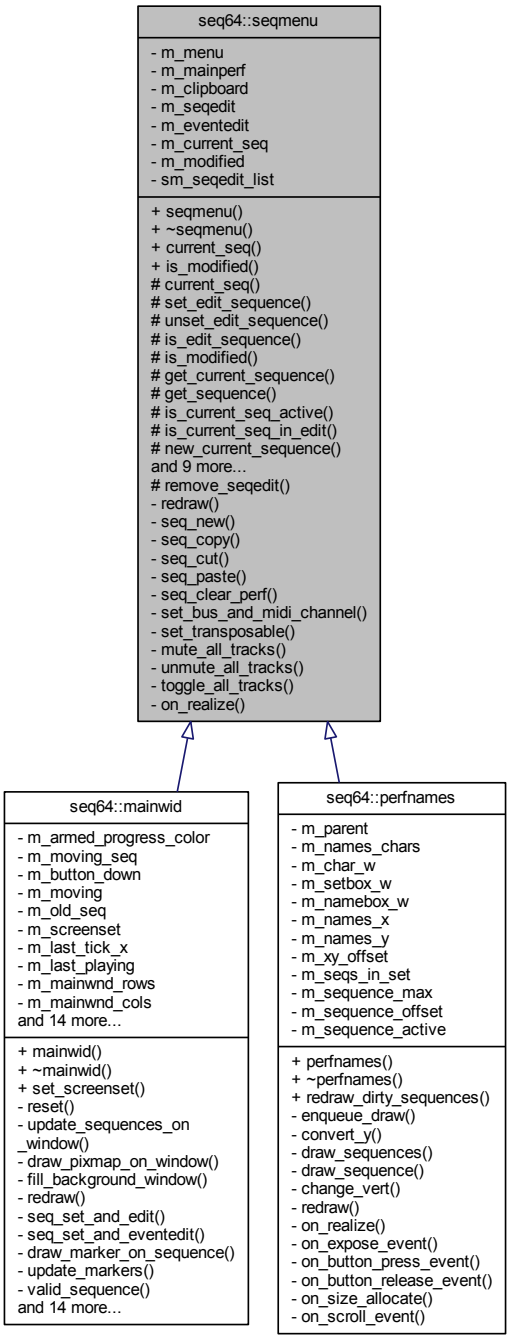
```
bool seq64::seqkeys::m_show_octave_letters  [private]
```

If false, then the MIDI key numbers are shown instead. This is a new feature of Sequencer64.

13.64 seq64::seqmenu Class Reference

This class handles the right-click menu of the sequence slots in the pattern window.

Inheritance diagram for seq64::seqmenu:



Public Member Functions

- seqmenu (perform &a_p)

Principal constructor.

- virtual ~seqmenu ()

  Provides a rote base-class destructor.

- int current_seq () const

  'Getter' function for member m_current_seq We're changing the name, so that "seq" indicates an integer by (an imperfect) convention.

- bool is_modified () const

  'Getter' function for member m_modified

Protected Member Functions

- void current_seq (int seq)

  'Setter' function for member m_current_seq

- void set_edit_sequence (int seqnum)

  'Setter' function for member m_edit_sequence Pass in -1 to disable the edit-sequence number.

- void unset_edit_sequence (int seqnum)

  'Setter' function for member m_edit_sequence Disable the edit-sequence number if it matches the parameter.

- bool is_edit_sequence (int seqnum) const

  'Getter' function for member m_edit_sequence Tests the parameter against m_edit_sequence.

- void is_modified (bool flag)

  'Setter' function for member m_modified

- sequence * get_current_sequence () const

  'Getter' function for member m_mainperf.get_sequence(current_seq()) This call is used many, many times, and well worth wrapping.

- sequence * get_sequence (int seqnum) const

  Forwards the get-sequence call to the perform object.

- bool is_current_seq_active () const

  Forwards the is-sequence-active check to the perform object.

- bool is_current_seq_in_edit () const

  Forwards the is-sequence-in-edit check to the perform object.

- void new_current_sequence ()

  Forwards the new-current-sequence call to the perform object.

- void new_sequence (int seqnum)

  Forwards the new-sequence call to the perform object.

- void delete_current_sequence ()

  Forwards the delete-sequence call to the perform object.

- void toggle_current_sequence ()

  Forwards the sequence-playing-toggle call to the perform object.

- void popup_menu ()

  This function sets up the pattern menu entries.

- void seq_edit ()

  This menu callback launches the sequence-editor (pattern editor) window.

- void seq_event_edit ()

  This menu callback launches the new event editor window.

- seqedit * create_seqedit (sequence &s)

  A wrapper function so that we can not only create a new seqedit object, but have some management over it.

- virtual void seq_set_and_edit (int seqnum)

  Sets the current sequence and then acts as if the user had clicked on its slot.

- virtual void seq_set_and_eventedit (int seqnum)

  Sets the current sequence and then acts as if the user had right-clicked on its slot and selected "Event Edit".

Static Protected Member Functions

- static void remove_seqedit (sequence &s)

  A wrapper function to make sure the seqedit object is removed from the list when it goes away.

Private Types

- typedef std::map< int, seqedit * > SeqeditMap

  An easy type definition for a map of seqedit pointers keyed by the sequence number.
- typedef std::pair< int, seqedit * > SeqeditPair

  A pair to make an entry to add to the seqedit map.
- typedef std::map< int, seqedit * >::iterator iterator

  An iterator for the seqedit map.
- typedef std::map< int, seqedit * >::const_iterator const_iterator

  A const iterator for the seqedit map.

Private Member Functions

- virtual void redraw (int a_sequence)=0
- void seq_new ()

  This function sets the new sequence into the perform object, a bit prematurely, though.
- void seq_copy ()

  Copies the selected (current) sequence to the clipboard sequence.
- void seq_cut ()

  Deletes the selected (current) sequence and copies it to the clipboard sequence, if it is not in edit mode.
- void seq_paste ()

  Pastes the sequence clipboard into the current sequence, if the current sequence slot is not active.
- void seq_clear_perf ()

  If the current sequence is active, this function pushes a trigger undo in the main perform object, clears its sequence triggers for the current sequence, and sets the dirty flag of the sequence.
- void set_bus_and_midi_channel (int a_bus, int a_ch)

  Sets up the bus, MIDI channel, and dirtiness flag of the current sequence in the main perform object, as per the give parameters.
- void set_transposable (bool flag)

  Sets the "is-transposable" flag of the current sequence.
- void mute_all_tracks ()

  Mutes all tracks in the main perform object.
- void unmute_all_tracks ()

  Unmutes all tracks in the main perform object.
- void toggle_all_tracks ()

  Toggles the mute-status of all tracks in the main perform object.
- void on_realize ()

Private Attributes

- Gtk::Menu * m_menu

  The menu to pop up when the right-click action is used either on a mainwid pattern slot or on a perfedit pattern name.
- perform & m_mainperf

  Provides a reference to the central (non-UI) object involved in managing a song and performance.
- sequence m_clipboard

  Holds a copy of data concerning a sequence, which can then be pasted into another pattern slot.
- seqedit * m_seqedit

  Points to the latest seqedit object, if created.
- eventedit * m_eventedit

  Points to the latest eventedit object, if created.
- int m_current_seq

  References the current sequence by sequence number.
- bool m_modified

  Indicates if a sequence has been created.

Static Private Attributes

- static SeqeditMap sm_seqedit_list

  Holds a list of the currently open seqedit objects, stored as pointers keyed by the sequence number.

Friends

- class mainwnd
- class seqedit

13.64.1 Detailed Description

It is an abstract base class.

13.64.2 Member Typedef Documentation

13.64.2.1 SeqeditMap

```
typedef std::map<int, seqedit *> seq64::seqmenu::SeqeditMap  [private]
```

13.64.2.2 SeqeditPair

```
typedef std::pair<int, seqedit *> seq64::seqmenu::SeqeditPair  [private]
```

13.64.2.3 iterator

```
typedef std::map<int, seqedit *>::iterator seq64::seqmenu::iterator  [private]
```

13.64.2.4 const_iterator

```
typedef std::map<int, seqedit *>::const_iterator seq64::seqmenu::const_iterator  [private]
```

13.64.3 Constructor & Destructor Documentation

13.64.3.1 seqmenu()

```
seq64::seqmenu::seqmenu (
            perform & p )
```

Apart from filling in some of the members, this function initializes the clipboard, so that we don't get a crash on a paste with no previous copy.

Parameters

p	The main performance object representing the whole MIDI song.

13.64.3.2 ~seqmenu()

```
seq64::seqmenu::~seqmenu ( )  [virtual]
```

A rote destructor.

This is necessary in an abstraction base class.

If we determine that we need to delete the m_seqedit pointer, we can do it here. But that is not likely, because we can have many new seqedit objects in play, because we can edit many at once.

13.64.4 Member Function Documentation

13.64.4.1 current_seq() [1/2]

```
int seq64::seqmenu::current_seq ( ) const  [inline]
```

13.64.4.2 is_modified() [1/2]

```
bool seq64::seqmenu::is_modified ( ) const  [inline]
```

13.64.4.3 current_seq() [2/2]

```
void seq64::seqmenu::current_seq (
            int seq )  [inline], [protected]
```

13.64.4.4 set_edit_sequence()

```
void seq64::seqmenu::set_edit_sequence (
            int seqnum )  [inline], [protected]
```

Now a pass-along to the perform object.

13.64.4.5 unset_edit_sequence()

```
void seq64::seqmenu::unset_edit_sequence (
            int seqnum )  [inline], [protected]
```

13.64.4.6 is_edit_sequence()

```
bool seq64::seqmenu::is_edit_sequence (
            int seqnum ) const  [inline], [protected]
```

Returns true if that member is not -1, and the parameter matches it. Now a pass-along to the perform object.

13.64.4.7 is_modified() [2/2]

```
void seq64::seqmenu::is_modified (
            bool flag )  [inline], [protected]
```

13.64.4.8 get_current_sequence()

```
sequence* seq64::seqmenu::get_current_sequence ( ) const  [inline], [protected]
```

13.64.4.9 get_sequence()

```
sequence* seq64::seqmenu::get_sequence (
            int seqnum ) const  [inline], [protected]
```

13.64.4.10 is_current_seq_active()

```
bool seq64::seqmenu::is_current_seq_active ( ) const  [inline], [protected]
```

13.64.4.11 is_current_seq_in_edit()

```
bool seq64::seqmenu::is_current_seq_in_edit ( ) const  [inline], [protected]
```

13.64.4.12 new_current_sequence()

```
void seq64::seqmenu::new_current_sequence ( )  [inline], [protected]
```

13.64.4.13 new_sequence()

```
void seq64::seqmenu::new_sequence (
            int seqnum )  [inline], [protected]
```

13.64.4.14 delete_current_sequence()

```
void seq64::seqmenu::delete_current_sequence ( )  [inline], [protected]
```

13.64.4.15 toggle_current_sequence()

```
void seq64::seqmenu::toggle_current_sequence ( )  [inline], [protected]
```

13.64.4.16 popup_menu()

```
void seq64::seqmenu::popup_menu ( )  [protected]
```

It also sets up the pattern popup menu entries that are used in mainwid. Note that, for the selected sequence, the "Edit" and "Event Edit" menu entries are not included if a pattern editor or event editor is already running. The new event editor seems to create far-reaching problems that we do not yet understand, so it is now possible to disable it at build time. We have mitigated most of those problems by not allowing both a seq_edit() and a seq_event_edit() at the same time.

13.64.4.17 seq_edit()

```
void seq64::seqmenu::seq_edit ( )  [protected]
```

If it is already open for that sequence, this function just raises it.

Note that the m_seqedit member to which we save the new pointer is currently there just to avoid a compiler warning.

Also, if a new sequences is created, we set the m_modified flag to true, even though the sequence might later be deleted. Too much modification to keep track of!

An oddity is that calling show_all() here does not work unless the seqedit() constructor makes its show_all() call.

13.64.4.18 seq_event_edit()

```
void seq64::seqmenu::seq_event_edit ( )  [protected]
```

If it is already open for that sequence, this function just raises it.

Note that the m_eventedit member to which we save the new pointer is currently there just to avoid a compiler warning.

This menu entry is available only if the selected sequence is active. That is, if the sequence has already been created.

An oddity is that we need the show_all() call here in order to see the dialog. A situation different from that for seqedit! However, now it doesn't seem to be needed, and we have put it back into the eventedit constructor.

13.64.4.19 create_seqedit()

```
seqedit * seq64::seqmenu::create_seqedit (
            sequence & s )  [protected]
```

We don't bother checking here if the insert succeeded. If it doesn't, all bets are off.

Parameters

s	Provides the sequence for which the seqedit will be created. The perform object and the current_seq() value are implicit parameters. This object can obviously be modified by the sequence editor, so cannot be constant.

Returns

Returns the pointer to the new seqedit object.

13.64.4.20 remove_seqedit()

```
void seq64::seqmenu::remove_seqedit (
            sequence & s )  [static], [protected]
```

Called by seqedit::on_delete_event().

13.64.4.21 seq_set_and_edit()

```
void seq64::seqmenu::seq_set_and_edit (
            int seqnum )  [protected], [virtual]
```

How do we account for the current screenset? It might not matter if the mute/unmute keystrokes were designed to work only with the current screenset.

Change Note ca 2016-11-01 We would like to be able to right-click on a given pattern slot in mainwid, and figure out if it has a seqedit window open, so that we can update that window. So we need to add that seqedit window to a map of seqedits, keyed by the slot number. Then we can look up that slot and see if it has a seqedit window open. If the seqedit window closes, that window needs to remove itself from the map. This won't be needed for the event editor, which has no functionality from seqmenu.

Parameters

seqnum	The number of the sequence to edit.

Reimplemented in seq64::mainwid.

13.64.4.22 seq_set_and_eventedit()

```
void seq64::seqmenu::seq_set_and_eventedit (
            int seqnum )  [protected], [virtual]
```

Parameters

seqnum	The number of the sequence to event-edit.

Reimplemented in seq64::mainwid.

13.64.4.23 redraw()

```
virtual void seq64::seqmenu::redraw (
            int a_sequence )  [private], [pure virtual]
```

Implemented in seq64::mainwid, and seq64::perfnames.

13.64.4.24 seq_new()

```
void seq64::seqmenu::seq_new ( )  [private]
```

For one thing, if current_seq() is either a -1 or is greater than the maximum allowed sequence number, perform::is_active() will return false, and we have no idea whether the sequence is not active or the sequence number is just invalid. So we need to check the pointer we got before trying to use it.

13.64.4.25 seq_copy()

```
void seq64::seqmenu::seq_copy ( )  [private]
```

We use a more appropriate function than operator =() here: sequence::partial_assign().

Todo Can be offloaded to a perform member function that accepts a sequence clipboard non-const reference parameter.

13.64.4.26 seq_cut()

```
void seq64::seqmenu::seq_cut ( )  [private]
```

Todo A lot of seq_cut() can be offloaded to a (new) perform member function that takes a sequence clipboard non-const reference parameter.

13.64.4.27 seq_paste()

```
void seq64::seqmenu::seq_paste ( )  [private]
```

Then it sets the dirty flag for the destination sequence.

Todo All of seq_paste() can be offloaded to a (new) perform member function with a const clipboard reference parameter.

13.64.4.28 seq_clear_perf()

```
void seq64::seqmenu::seq_clear_perf ( )  [private]
```

13.64.4.29 set_bus_and_midi_channel()

```
void seq64::seqmenu::set_bus_and_midi_channel (
            int bus,
            int ch )  [private]
```

Parameters

bus	The MIDI buss number to set (bus vs buss? You decide.)
ch	The MIDI channel number to set.

13.64.4.30 set_transposable()

```
void seq64::seqmenu::set_transposable (
            bool flag )  [private]
```

Parameters

flag	The value to use to set the flag.

13.64.4.31 mute_all_tracks()

```
void seq64::seqmenu::mute_all_tracks ( )  [inline], [private]
```

13.64.4.32 unmute_all_tracks()

```
void seq64::seqmenu::unmute_all_tracks ( )  [inline], [private]
```

13.64.4.33 toggle_all_tracks()

```
void seq64::seqmenu::toggle_all_tracks ( )  [inline], [private]
```

13.64.4.34 on_realize()

```
void seq64::seqmenu::on_realize ( )  [private]
```

13.64.5 Friends And Related Function Documentation

13.64.5.1 mainwnd

```
friend class mainwnd  [friend]
```

13.64.5.2 seqedit

```
friend class seqedit  [friend]
```

13.64.6 Field Documentation

13.64.6.1 sm_seqedit_list

```
seqmenu::SeqeditMap seq64::seqmenu::sm_seqedit_list  [static], [private]
```

The single map of seqedit objects, for seqedit updates and management.

We can use this map to look up patterns that we want to change from the right-click seqmenu, and modify the seqedit affected if it is found in the list.

Currently selectable by the USE_SEQEDIT_MACRO until we can make it foolproof.

13.64.6.2 m_menu

```
Gtk::Menu* seq64::seqmenu::m_menu  [private]
```

13.64.6.3 m_mainperf

```
perform& seq64::seqmenu::m_mainperf  [private]
```

13.64.6.4 m_clipboard

```
sequence seq64::seqmenu::m_clipboard  [private]
```

13.64.6.5 m_seqedit

```
seqedit* seq64::seqmenu::m_seqedit  [private]
```

Change Note Added by Chris on 2015-08-02 based on compiler warnings and a comment warning in the seq_edit() function. We'll save the result of that function here, and will let valgrind tell us later if Gtkmm takes care of it.

13.64.6.6 m_eventedit

```
eventedit* seq64::seqmenu::m_eventedit  [private]
```

13.64.6.7 m_current_seq

```
int seq64::seqmenu::m_current_seq  [private]
```

13.64.6.8 m_modified

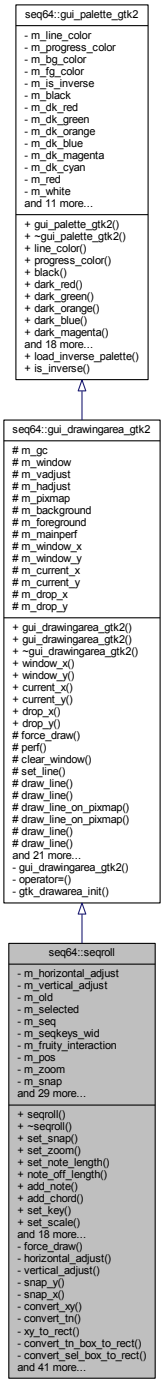
```
bool seq64::seqmenu::m_modified  [private]
```

Todo We need to make sure that the perform object is in control of the modification flag.

13.65 seq64::seqroll Class Reference

Implements the piano roll section of the pattern editor.

Inheritance diagram for seq64::seqroll:



Public Member Functions

- seqroll (perform &perf, sequence &seq, int zoom, int snap, seqkeys &seqkeys_wid, int pos, Gtk::Adjustment &hadjust, Gtk::Adjustment &vadjust, int ppqn=SEQ64_USE_DEFAULT_PPQN)

Principal constructor.

- virtual ~seqroll ()

  Provides a destructor to delete allocated objects.
- void set_snap (int snap)

  Sets the snap to the given value, and then resets the view.
- void set_zoom (int zoom)

  Sets the zoom to the given value, and then resets the view.
- void set_note_length (int note_length)

  'Setter' function for member m_note_length
- int note_off_length () const

  'Getter' function for member m_note_length, adjusted for the note_off_margin.
- bool add_note (midipulse tick, int note, bool paint=true)

  Convenience wrapper for sequence::add_note().
- void add_chord (midipulse tick, int note)

  Convenience wrapper for sequence::add_chord().
- void set_key (int key)

  Sets the music key to the given value, and then resets the view.
- void set_scale (int scale)

  Sets the music scale to the given value, and then resets the view.
- void set_chord (int chord)

  Sets the current chord to the given value.
- void set_data_type (midibyte status, midibyte control)

  Sets the status to the given parameter, and the CC value to the given optional control parameter, which defaults to 0.
- void set_background_sequence (bool state, int seq)

  This function sets the given sequence onto the piano roll of the pattern editor, so that the musician can have another pattern to play against.
- void update_pixmap ()

  This function draws the background pixmap on the main pixmap, and then draws the events on it.
- void update_sizes ()

  Update the sizes of items based on zoom, PPQN, BPM, BW (beat width) and more.
- void update_background ()

  Updates the background of this window.
- void draw_background_on_pixmap ()

  Draws the main pixmap.
- void draw_events_on_pixmap ()

  Fills the main pixmap with events.
- void draw_selection_on_window ()

  Draws the current selecton on the main window.
- void draw_progress_on_window ()

  Draw a progress line on the window.
- void reset ()

  This function basically resets the whole widget as if it were realized again.
- void update_and_draw (int force=false)

  Wraps up some common code.
- void redraw ()

  Redraws unless m_ignore_redraw is true.
- void redraw_events ()

  Redraws events unless m_ignore_redraw is true.
- void start_paste ()

  Starts a paste operation.
- void complete_paste ()
- void complete_paste (int x, int y)

  Completes a paste operation.
- void follow_progress ()

Private Member Functions

- virtual void force_draw ()

  Set the pixmap into the window and then draws the selection on it.
- void horizontal_adjust (double step)

  This function provides optimization for the on_scroll_event() function.
- void vertical_adjust (double step)

  This function provides optimization for the on_scroll_event() function.
- void snap_y (int &y)

  Snaps the y value to the piano-key "height".
- void snap_x (int &x)

  Performs a 'snap' operation on the x coordinate.
- void convert_xy (int x, int y, midipulse &ticks, int &note)
- void convert_tn (midipulse ticks, int note, int &x, int &y)

  This function takes the given note and tick, and returns the screen coordinates via the pointer parameters.
- void xy_to_rect (int x1, int y1, int x2, int y2, int &x, int &y, int &w, int &h)

  Converts rectangle corner coordinates to a starting coordinate, plus a width and height.
- void convert_tn_box_to_rect (midipulse tick_s, midipulse tick_f, int note_h, int note_l, int &x, int &y, int &w, int &h)

  Converts a tick/note box to an x/y rectangle.
- void convert_sel_box_to_rect (midipulse tick_s, midipulse tick_f, int note_h, int note_l)

  A convenience function wrapping a common call to convert_tn_box_to_rect().
- void get_selected_box (midipulse &tick_s, int &note_h, midipulse &tick_f, int &note_l)

  A convenience function wrapping a common call to m_seq.get_selected_box() and convert_tn_box_to_rect().
- void draw_events_on (Glib::RefPtr< Gdk::Drawable > draw)

  Draws events on the given drawable area.
- int idle_redraw ()

  Draw the events on the main window and on the pixmap.
- int idle_progress ()
- void change_horz ()

  Change the horizontal scrolling offset and redraw.
- void change_vert ()

  Change the vertical scrolling offset and redraw.
- void move_selection_box (int dx, int dy)

  Function to allow motion of the selection box via the arrow keys.
- void move_selected_notes (int dx, int dy)

  Proposed new function to encapsulate the movement of selections even more fully.
- void grow_selected_notes (int dx)

  Proposed new function to encapsulate the movement of selections even more fully.
- void set_adding (bool adding)

  Changes the mouse cursor pixmap according to whether a note is being added or not.
- void update_mouse_pointer (bool adding=false)

  Updates the mouse pointer, implementing a context-sensitive mouse.
- bool button_press_initial (GdkEventButton *ev, int &norm_x, int &snapped_x, int &snapped_y)
- void align_selection (midipulse &tick_s, int &note_h, midipulse &tick_f, int &note_l, int snapped_x)

  Get the box that selected elements are in.
- bool button_press (GdkEventButton *ev)

  Implements the on-button-press event handling for the Seq24 style of mouse interaction.
- bool button_release (GdkEventButton *ev)

  Implements the on-button-release event handling for the Seq24 style of mouse interaction.
- bool motion_notify (GdkEventMotion *ev)

Seq24-style on-motion mouse interaction.

- void clear_selected ()

  'Setter' function for member m_old
- void clear_old ()

  'Setter' function for member m_old
- void clear_flags ()

  Clears all the mouse-action flags.
- int scroll_offset_x (int x) const

  Useful x calculation.
- int scroll_offset_y (int y) const

  Useful y calculation.
- void set_current_offset_x_y (int x, int y)

  Useful x calculation.
- bool adding () const

  'Getter' function for member m_adding
- bool selecting () const

  'Getter' function for member m_selecting
- bool growing () const

  'Getter' function for member m_growing
- bool normal_action () const

  Indicates if we're drag-pasting, selecting, moving, growing, or pasting.
- bool select_action () const

  Indicates if we're selecting, moving, growing, or pasting.
- bool drop_action () const

  Indicates if we're moving or pasting.
- bool moving () const

  'Getter' function for member m_moving
- void on_realize ()

  Implements the on-realize event handling.
- bool on_expose_event (GdkEventExpose *ev)

  Implements the on-expose event handling.
- bool on_button_press_event (GdkEventButton *ev)

  Implements the on-button-press event handling.
- bool on_button_release_event (GdkEventButton *ev)

  Implements the on-button-release event handling.
- bool on_motion_notify_event (GdkEventMotion *ev)

  Implements the on-motion-notify event handling.
- bool on_focus_in_event (GdkEventFocus *)

  Implements the on-focus event handling.
- bool on_focus_out_event (GdkEventFocus *)

  Implements the on-unfocus event handling.
- bool on_key_press_event (GdkEventKey *ev)

  Implements the on-key-press event handling.
- bool on_scroll_event (GdkEventScroll *a_ev)

  Implements the on-scroll event handling.
- void on_size_allocate (Gtk::Allocation &)

  Implements the on-size-allocate event handling.
- bool on_leave_notify_event (GdkEventCrossing *p0)

  Implements the on-leave-notify event handling.
- bool on_enter_notify_event (GdkEventCrossing *p0)

  Implements the on-enter-notify event handling.

Private Attributes

- Gtk::Adjustment & m_horizontal_adjust

  For accessing on_key_press_event().
- Gtk::Adjustment & m_vertical_adjust

  We need direct access to the vertical scrollbar if we want to be able to make it follow PageUp and PageDown.
- rect m_old

  The previous selection rectangle, used for undrawing it.
- rect m_selected

  Used in moving and pasting notes.
- sequence & m_seq

  Provides a reference to the seqeunce represented by piano roll.
- seqkeys & m_seqkeys_wid

  Holds a reference to the seqkeys pane that is associated with the seqroll piano roll.
- FruitySeqRollInput m_fruity_interaction

  Provides a fruity input object, whether it is needed or not.
- int m_pos

  A position value.
- int m_zoom

  Zoom setting, means that one pixel == m_zoom ticks.
- int m_snap

  The grid-snap setting for the piano roll grid.
- int m_ppqn

  The value of PPQN for the current MIDI song.
- int m_note_length

  Holds the note length in force for this sequence.
- int m_scale

  Indicates the musical scale in force for this sequence.
- int m_chord

  Indicates the current chord in force for this sequence for inserting notes.
- int m_key

  Indicates the musical key in force for this sequence.
- bool m_adding

  Set when in note-adding mode.
- bool m_selecting

  Set when highlighting a bunch of events.
- bool m_moving

  Set when moving a bunch of events.
- bool m_moving_init

  Indicates the beginning of moving some events.
- bool m_growing

  Indicates that the notes are to be extended or reduced in length.
- bool m_painting

  Indicates the painting of events.
- bool m_paste

  Indicates that we are in the process of painting notes.
- bool m_is_drag_pasting

  Indicates the drag-pasting of events.
- bool m_is_drag_pasting_start

  Indicates the drag-pasting of events.
- bool m_justselected_one

Indicates the selection of one event.

- int m_move_delta_x

  Tells where the dragging started, the x value.
- int m_move_delta_y

  Tells where the dragging started, the y value.
- int m_move_snap_offset_x

  This item is used in the fruityseqroll module.
- int m_progress_x

  Provides the location of the progress bar.
- int m_scroll_offset_ticks

  The horizontal value of the scroll window in units of ticks/pulses/divisions.
- int m_scroll_offset_key

  The vertical offset of the scroll window in units of MIDI notes/keys.
- int m_scroll_offset_x

  The horizontal value of the scroll window in units of pixels.
- int m_scroll_offset_y

  The vertical value of the scroll window in units of pixels.
- bool m_transport_follow

  TBD.
- bool m_trans_button_press

  TBD.
- int m_background_sequence

  Holds the value of the musical background sequence that is shown in cyan (formerly grey) on the background of the piano roll.
- bool m_drawing_background_seq

  Set to true if the drawing of the background sequence is to be done.
- midibyte m_status

  Set to true to avoid the call to update_and_draw().
- midibyte m_cc

  The current MIDI control value selected in the seqedit.

Friends

- class FruitySeqRollInput

  This friend implements fruity interaction-specific behavior.

Additional Inherited Members

13.65.1 Constructor & Destructor Documentation

13.65.1.1 seqroll()

```
seq64::seqroll::seqroll (
            perform & p,
            sequence & seq,
            int zoom,
            int snap,
            seqkeys & seqkeys_wid,
            int pos,
            Gtk::Adjustment & hadjust,
            Gtk::Adjustment & vadjust,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

Parameters

p	The performance object that helps control this piano roll. Note that we can get the perform object from the sequence, and save a parameter. Low priority change.
seq	The sequence object represented by this piano roll.
zoom	The initial zoom of this piano roll.
snap	The initial grid snap of this piano roll.
seqkeys_wid	A reference to the piano keys window that is shown to the left of this piano roll.
pos	A position parameter. See the description of seqroll::m_pos. This is actually the sequence number, and is currently unused. However, we're sure we can find a use for it sometime.
hadjust	Represents the horizontal scrollbar of this window. It is actually created by the "parent" seqedit object.
vadjust	Represents the vertical scrollbar of this window. It is actually created by the "parent" seqedit object.
ppqn	The initial value of the PPQN for this sequence. Useful in scale calculations.

13.65.1.2 ~seqroll()

```
seq64::seqroll::~seqroll ( )  [virtual]
```

The only thing to delete here is the clipboard. Except it is never used, so is commented out.

13.65.2 Member Function Documentation

13.65.2.1 set_snap()

```
void seq64::seqroll::set_snap (
            int snap )  [inline]
```

Parameters

snap	Provides the sname value to set.

13.65.2.2 set_zoom()

```
void seq64::seqroll::set_zoom (
            int zoom )
```

Parameters

zoom	The desired zoom value, assumed to be validated already. See the seqedit::set_zoom() function.

13.65.2.3 set_note_length()

```
void seq64::seqroll::set_note_length (
```

```
            int note_length )  [inline]
```

13.65.2.4 note_off_length()

```
int seq64::seqroll::note_off_length ( ) const  [inline]
```

13.65.2.5 add_note()

```
bool seq64::seqroll::add_note (
            midipulse tick,
            int note,
            bool paint = true )
```

The length parameters is obtained from the note_off_length() function. This sets the note length at a little less than the snap value.

Parameters

tick	The time destination of the new note, in pulses.
note	The pitch destination of the new note.
paint	If true, repaint to be left with just the inserted event. The default is true. The value of false is useful in inserting a number of events and saving the repainting until last. It is a bit tricky, as the default paint value for sequence::add_note() is false.

13.65.2.6 add_chord()

```
void seq64::seqroll::add_chord (
            midipulse tick,
            int note )  [inline]
```

Implicit parameters are the m_chord and note_off_length() members. The latter deducts just a little from the snap value.

Parameters

tick	The tick at which to add the chord.
note	The base (bottom) note of the chord.

13.65.2.7 set_key()

```
void seq64::seqroll::set_key (
            int key )
```

Parameters

key	The desired key value.

13.65.2.8 set_scale()

```
void seq64::seqroll::set_scale (
            int scale )
```

Parameters

scale	The desired scale value.

13.65.2.9 set_chord()

```
void seq64::seqroll::set_chord (
            int chord )
```

Parameters

chord	The desired chord value.

13.65.2.10 set_data_type()

```
void seq64::seqroll::set_data_type (
            midibyte status,
            midibyte control )  [inline]
```

Unlike the same function in seqevent, this version does not redraw. Used by seqedit.

13.65.2.11 set_background_sequence()

```
void seq64::seqroll::set_background_sequence (
            bool state,
            int seq )
```

The state parameter sets the boolean m_drawing_background_seq.

Parameters

state	If true, the background sequence will be drawn.
seq	Provides the sequence number, which is checked against the SEQ64_IS_LEGAL_SEQUENCE() macro before being used. This macro allows the value SEQ64_SEQUENCE_LIMIT, which disables the background sequence.

13.65.2.12 update_pixmap()

```
void seq64::seqroll::update_pixmap ( )
```

13.65.2.13 update_sizes()

```
void seq64::seqroll::update_sizes ( )
```

It brings the scrollbar back to the beginning, resets the upper limit to the number of ticks in the sequence, sets the page-size based on the window size and the zoom factor.

The horizontal step increment is 1 semiquaver (1/16) note per zoom level. The horizontal page increment is currently always one bar. We may want to make that larger for scrolling after the progress bar.

Tha maximum value set for the scrollbar brings it to the last "page" of the piano roll.

The vertical size are also adjusted. More on the story later.

13.65.2.14 update_background()

```
void seq64::seqroll::update_background ( )
```

The first thing done is to clear the background, painting it white.

13.65.2.15 draw_background_on_pixmap()

```
void seq64::seqroll::draw_background_on_pixmap ( )
```

13.65.2.16 draw_events_on_pixmap()

```
void seq64::seqroll::draw_events_on_pixmap ( )
```

Just calls draw_events_on().

13.65.2.17 draw_selection_on_window()

```
void seq64::seqroll::draw_selection_on_window ( )
```

Note the parameters of draw_drawable(), which we need to be sure of to draw thicker boxes.

```
-   x and y position of rectangle to draw
-   x and y position in drawable where rectangle should be drawn
-   width and height of rectangle to draw
```

A final parameter of false draws an unfilled rectangle. Orange makes it a little more clear that we're pasting, I think. We also want to try to thicken the lines somehow.

13.65.2.18 draw_progress_on_window()

```
void seq64::seqroll::draw_progress_on_window ( )
```

This is done by first blanking out the line with the background, which contains white space and grey lines, using the the draw_drawable function. Remember that we wrap the draw_drawable() function so it's parameters are xsrc, ysrc, xdest, ydest, width, and height.

Note that the progress-bar position is based on the sequence::get_last_tick() value, the current zoom, and the current scroll-offset x value.

Finally, we had an issue with the selection box flickering, which seems to be solved satisfactorily by not drawing it if a select action is in force. Hopefully no one needs to select notes on the fly and see the progress bar moving at the same time! Another tactic is to draw progress only when the performance is running. This has the benefit/drawback that the progress bar is left where it stops. Consider an enumeration of options: normal, when-not-selecting, and when-running.

13.65.2.19 reset()

```
void seq64::seqroll::reset ( )
```

It's almost identical to the change_horz() function, just calling update_sizes() before update_and_draw().

13.65.2.20 update_and_draw()

```
void seq64::seqroll::update_and_draw (
            int force = false )
```

Parameters

force	If true, force an immediate draw, otherwise just queue up a draw. This value defaults to false.

13.65.2.21 redraw()

```
void seq64::seqroll::redraw ( )
```

Somewhat similar to seqevent::redraw(). Actually, we don't seem to need to ignore redraw when making settings in the seqedit constructor, so this member no longer exists.

13.65.2.22 redraw_events()

```
void seq64::seqroll::redraw_events ( )
```

Actually, that member is not needed and no longer exists.

13.65.2.23 start_paste()

```
void seq64::seqroll::start_paste ( )
```

13.65.2.24 complete_paste() [1/2]

```
void seq64::seqroll::complete_paste ( )  [inline]
```

13.65.2.25 complete_paste() [2/2]

```
void seq64::seqroll::complete_paste (
            int x,
            int y )
```

13.65.2.26 follow_progress()

```
void seq64::seqroll::follow_progress ( )
```

13.65.2.27 force_draw()

```
void seq64::seqroll::force_draw ( )  [private], [virtual]
```

Reimplemented from seq64::gui_drawingarea_gtk2.

13.65.2.28 horizontal_adjust()

```
void seq64::seqroll::horizontal_adjust (
            double step )  [inline], [private]
```

A duplicate of the one in seqedit.

Parameters

step	Provides the step value to use for adjusting the horizontal scrollbar. See gui_drawingarea_gtk2::scroll_hadjust() for more information.

13.65.2.29 vertical_adjust()

```
void seq64::seqroll::vertical_adjust (
            double step )  [inline], [private]
```

A duplicate of the one in seqedit.

Parameters

step	Provides the step value to use for adjusting the vertical scrollbar. See gui_drawingarea_gtk2::scroll_vadjust() for more information.

13.65.2.30 snap_y()

```
void seq64::seqroll::snap_y (
            int & y )  [inline], [private]
```

Parameters

out	*y*	The y-value to be snapped.

13.65.2.31 snap_x()

```
void seq64::seqroll::snap_x (
            int & x )  [private]
```

This function is similar to snap_y(), but it calculates a modulo value from the snap and zoom settings.

```
-   m_snap = number pulses to snap to
-   m_zoom = number of pulses per pixel
```

Therefore, m_snap / m_zoom = number pixels to snap to.

Parameters

out	*x*	Provides the x-value to be snapped and returned. A return value would be better.

13.65.2.32 convert_xy()

```
void seq64::seqroll::convert_xy (
            int x,
            int y,
            midipulse & ticks,
            int & note )  [private]
```

13.65.2.33 convert_tn()

```
void seq64::seqroll::convert_tn (
            midipulse tick,
            int note,
            int & x,
            int & y )  [private]
```

This function is the "inverse" of convert_xy().

Parameters

	tick	Provides the horizontal value in MIDI pulses.
	note	Provides the vertical value, a note value.
out	*x*	Provides the destination x value of the coordinate.
out	*y*	Provides the destination y value of the coordinate.

13.65.2.34 xy_to_rect()

```
void seq64::seqroll::xy_to_rect (
            int x1,
            int y1,
            int x2,
            int y2,
            int & x,
            int & y,
            int & w,
            int & h )  [private]
```

This function checks the mins / maxes, and then fills in the x, y, width, and height values.

We should refactor this function to use the utility class seqroll::rect as the destination for the conversion.

Parameters

	x1	The x value of the first corner.
	y1	The y value of the first corner.
	x2	The x value of the second corner.
	y2	The y value of the second corner.
out	*x*	The destination for the x value in pixels.
out	*y*	The destination for the y value in pixels.
out	*w*	The destination for the rectangle width in pixels.
out	*h*	The destination for the rectangle height value in pixels.

13.65.2.35 convert_tn_box_to_rect()

```
void seq64::seqroll::convert_tn_box_to_rect (
            midipulse tick_s,
            midipulse tick_f,
            int note_h,
            int note_l,
            int & x,
            int & y,
            int & w,
            int & h )  [private]
```

We should refactor this function to use the utility class seqroll::rect as the destination for the conversion.

Parameters

	tick_s	The starting tick of the rectangle.
	tick_f	The finishing tick of the rectangle.
	note_h	The high note of the rectangle.
	note_l	The low note of the rectangle.
out	*x*	The destination for the x value in pixels.
out	*y*	The destination for the y value in pixels.
out	*w*	The destination for the rectangle width in pixels.
out	*h*	The destination for the rectangle height value in pixels.

13.65.2.36 convert_sel_box_to_rect()

```
void seq64::seqroll::convert_sel_box_to_rect (
            midipulse tick_s,
            midipulse tick_f,
            int note_h,
            int note_l )  [private]
```

Parameters

tick_s	The starting tick of the rectangle.
tick_f	The finishing tick of the rectangle.
note_h	The high note of the rectangle.
note_l	The low note of the rectangle.

13.65.2.37 get_selected_box()

```
void seq64::seqroll::get_selected_box (
            midipulse & tick_s,
            int & note_h,
            midipulse & tick_f,
            int & note_l )  [private]
```

Parameters

out	*tick_s*	The starting tick of the rectangle.
out	*tick_f*	The finishing tick of the rectangle.
out	*note_h*	The high note of the rectangle.
out	*note_l*	The low note of the rectangle.

13.65.2.38 draw_events_on()

```
void seq64::seqroll::draw_events_on (
            Glib::RefPtr< Gdk::Drawable > draw )  [private]
```

"Method 0" draws the background sequence, if active. "Method 1" draws the sequence itself.

Parameters

draw	The "drawable" area to draw on.

13.65.2.39 idle_redraw()

```
int seq64::seqroll::idle_redraw ( )  [private]
```

13.65.2.40 idle_progress()

```
int seq64::seqroll::idle_progress ( )  [private]
```

13.65.2.41 change_horz()

```
void seq64::seqroll::change_horz ( )  [private]
```

Roughly similar to seqevent::change_horz().

13.65.2.42 change_vert()

```
void seq64::seqroll::change_vert ( )  [private]
```

13.65.2.43 move_selection_box()

```
void seq64::seqroll::move_selection_box (
            int dx,
            int dy )  [private]
```

We now let the Enter key to finish pasting and deselect the moved notes. With the mouse, selecting all notes, copying them, and moving the selection box, pasting can be completed with either a left-click or the Enter key.

We have a weird problem on our main system where the selection box is very flickery. But it works fine on another system. A Gtk-2 issue? Now it seems to work fine, after an update. No, it seems to work well in sequences that have non-note events amongst the note events.

Parameters

dx	The amount to move the selection box. Values are -1, 0, or 1. -1 is left one snap, 0 is no movement horizontally, and 1 is right one snap.
dy	The amount to move the selection box. Values are -1, 0, or 1. -1 is up one snap, 0 is no movement vertically, and 1 is down one snap.

13.65.2.44 move_selected_notes()

```
void seq64::seqroll::move_selected_notes (
            int dx,
            int dy )  [private]
```

Works with the four arrow keys.

Note that the movement vertically is different for the selection box versus the notes. While the movement values are -1, 0, or 1, the differences are as follows:

```
-   Selection box vertical movement:
    -   -1 is up one note snap.
    -   0 is no vertical movement.
    -   +1 is down one note snap.
```

- Note vertical movement:
  - -1 is down one note.
  - 0 is no note vertical movement.
  - +1 is up one note.

Parameters

dx	The amount to move the selection box or the selection horizontally. Values are -1 (left one time snap), 0 (no movement), and +1 (right one snap). Obviously values other than +-1 can be used for larger movement, but the GUI doesn't yet support that ... we could implement movement by "pages" some day.
dy	The amount to move the selection box or the selection vertically. See the notes above.

13.65.2.45 grow_selected_notes()

```
void seq64::seqroll::grow_selected_notes (
            int dx )  [private]
```

Parameters

dx	The amount to grow the selection horizontally. Values are -1 (left one time snap), 0 (no stretching), and +1 (right one snap). Obviously values other than +-1 can be used for larger stretching, but the GUI doesn't yet support that.

13.65.2.46 set_adding()

```
void seq64::seqroll::set_adding (
            bool adding )  [private]
```

What calls this? It is actually a right click. Not present in the "fruity" implementation. Now moved to the normal seqroll class.

Parameters

adding	True if adding a note.

13.65.2.47 update_mouse_pointer()

```
void seq64::seqroll::update_mouse_pointer (
            bool adding = false )  [private]
```

Moved here from the "fruity" seqroll class.

13.65.2.48 button_press_initial()

```
bool seq64::seqroll::button_press_initial (
            GdkEventButton * ev,
            int & norm_x,
            int & snapped_x,
            int & snapped_y )  [private]
```

13.65.2.49 align_selection()

```
void seq64::seqroll::align_selection (
            midipulse & tick_s,
            int & note_h,
            midipulse & tick_f,
            int & note_l,
            int snapped_x )  [private]
```

Save offset that we get from the snap above. Align selection for drawing. Could be used in XRollInput::on_button↩
_press_event().

13.65.2.50 button_press()

```
bool seq64::seqroll::button_press (
            GdkEventButton * ev )  [private]
```

This function now uses the needs_update flag to determine if the perform object should modify().

Parameters

ev	Provides the button-press event to process.

Returns

Returns the value of needs_update. It used to return only true.

13.65.2.51 button_release()

```
bool seq64::seqroll::button_release (
            GdkEventButton * ev )  [private]
```

This function now uses the needs_update flag to determine if the perform object should modify().

Parameters

ev	Provides the button-release event to process.

Returns

Returns the value of needs_update. It used to return only true.

If in moving mode, adjust for snap and convert deltas into screen coordinates. Since delta_note was from delta_y, it will be flipped (delta_y[0] = note[127], etc.), so we have to adjust.

A left/middle click converts deltas into screen coordinates, then pushs the undo state. Shift causes a "stretch selected" which currently acts like a "move selected" operation. BUG? Otherwise, Ctrl indirectly allows a "grow selected" operation.

Minor new feature. If the Super (Mod4, Windows) key is pressed when release, keep the adding state in force. One can then use the unadorned left-click key to add notes. Right click to reset the adding mode. This feature is enabled only if allowed by the settings (but is true by default). See the same code in perfrollinput.cpp.

13.65.2.52 motion_notify()

```
bool seq64::seqroll::motion_notify (
            GdkEventMotion * ev )  [private]
```

We could allow move painting for chords, but that would take some tricky code to move all of the notes of the chord. And allowing painting here currently affects only one note after the chord itself is created.

Parameters

ev	Provides the button-release event to process.

Returns

Returns true if the event was processed.

13.65.2.53 clear_selected()

```
void seq64::seqroll::clear_selected ( )  [inline], [private]
```

13.65.2.54 clear_old()

```
void seq64::seqroll::clear_old ( )  [inline], [private]
```

13.65.2.55 clear_flags()

```
void seq64::seqroll::clear_flags ( )  [inline], [private]
```

13.65.2.56 scroll_offset_x()

```
int seq64::seqroll::scroll_offset_x (
            int x ) const  [inline], [private]
```

Offsets the x value by the x origin of the current page.

Parameters

x	The x value to offset.

13.65.2.57 scroll_offset_y()

```
int seq64::seqroll::scroll_offset_y (
            int y ) const  [inline], [private]
```

Offsets the y value by the y origin of the current page.

Parameters

y	The y value to offset.

13.65.2.58 set_current_offset_x_y()

```
void seq64::seqroll::set_current_offset_x_y (
            int x,
            int y )  [inline], [private]
```

Offsets the current x value by the x origin of the current page.

Parameters

x	The x value to offset.

void set_current_offset_x (int x) { m_current_x = x + m_scroll_offset_x; } Useful y calculation. Offsets the current y value by the y origin of the current page.

Parameters

y	The y value to offset.

void set_current_offset_y (int y) { m_current_y = y + m_scroll_offset_y; } Useful x and y calculation. Offsets the current x and y values by the x and y origin of the current page.

Parameters

x	The y value to offset.
y	The y value to offset.

13.65.2.59 adding()

```
bool seq64::seqroll::adding ( ) const  [inline], [private]
```

13.65.2.60 selecting()

```
bool seq64::seqroll::selecting ( ) const  [inline], [private]
```

13.65.2.61 growing()

```
bool seq64::seqroll::growing ( ) const  [inline], [private]
```

13.65.2.62 normal_action()

```
bool seq64::seqroll::normal_action ( ) const  [inline], [private]
```

Returns

Returns true if one of those five flags are set.

13.65.2.63 select_action()

```
bool seq64::seqroll::select_action ( ) const  [inline], [private]
```

Returns

Returns true if one of those four flags are set.

13.65.2.64 drop_action()

```
bool seq64::seqroll::drop_action ( ) const  [inline], [private]
```

Returns

Returns true if one of those two flags are set.

13.65.2.65 moving()

```
bool seq64::seqroll::moving ( ) const  [inline], [private]
```

13.65.2.66 on_realize()

```
void seq64::seqroll::on_realize ( )  [private]
```

13.65.2.67 on_expose_event()

```
bool seq64::seqroll::on_expose_event (
            GdkEventExpose * ev )  [private]
```

Parameters

ev	The expose event to process.

Returns

Always returns true.

13.65.2.68 on_button_press_event()

```
bool seq64::seqroll::on_button_press_event (
            GdkEventButton * ev )  [private]
```

Parameters

ev	The expose event to process.

Returns

Returns the result of the Seq24 interaction or the Fruity interaction, that is, the return value of Seq24SeqRollInput::on_button_press_event() or FruitySeqRollInput::on_button_press_event().

13.65.2.69 on_button_release_event()

```
bool seq64::seqroll::on_button_release_event (
            GdkEventButton * ev )  [private]
```

This function checks the "rc" interaction-method option, and calls the forwarding function for the seq24 or the fruity interaction method. Might be a good case to prefer inheritance and not try to support changing the interaction method without a restart of Sequencer64.

Parameters

ev	The button release event to process.

Returns

Returns the return value of Seq24SeqRollInput::on_button_release_event() or FruitySeqRollInput::on_button_release_event().

13.65.2.70 on_motion_notify_event()

```
bool seq64::seqroll::on_motion_notify_event (
            GdkEventMotion * ev )  [private]
```

Parameters

ev	The motion-notification event to process.

Returns

Returns the return value of Seq24SeqRollInput::on_motion_notify_event() or FruitySeqRollInput::on_motion_notify_event().

13.65.2.71 on_focus_in_event()

```
bool seq64::seqroll::on_focus_in_event (
            GdkEventFocus *  )  [private]
```

Sets the GDK HAS_FOCUS flag. Parameter "ev" is the event-focus event, not used.

Returns

Always returns false.

13.65.2.72 on_focus_out_event()

```
bool seq64::seqroll::on_focus_out_event (
            GdkEventFocus *  )  [private]
```

Resets the GDK HAS_FOCUS flag. Parameter "ev" is the event-focus event, not used.

Returns

Always returns false.

13.65.2.73 on_key_press_event()

```
bool seq64::seqroll::on_key_press_event (
            GdkEventKey * ev )  [private]
```

The start/end key may be the same key (i.e. SPACEBAR). Allow toggling when the same key is mapped to both triggers (i.e. SPACEBAR).

Concerning the usage of the arrow keys in this function: This code is reached, but has no visible effect. Why? I think they were meant to move the point for playback. We may have a bug with our new handling of triggers (unlikely), or maybe these depend upon the proper playback mode. In any case, the old functionality is preserved. However, if there are notes selected, then these keys support selection movement.

Since the Up and Down arrow keys are used for movement, we'd have to check selection status before trying to use them to move up and down in the piano roll, in smaller steps than the new Page-Up and Page-Down key support.

Parameters

ev	The key-press event to process.

Returns

Returns true if the key-press was handled.

I think we should be able to move and remove notes while playing, which is already supported using the mouse.

if (! perf().is_playing)

13.65.2.74 on_scroll_event()

```
bool seq64::seqroll::on_scroll_event (
            GdkEventScroll * ev )  [private]
```

This scroll event only handles basic scrolling without any modifier keys such as the Ctrl or Shift masks. The seqedit class handles that fun stuff.

Note that this function seems to duplicate the functionality of seqkeys::on_scroll_event(). Do we really need both? Which one do we need?

Parameters

ev	The scroll event to process.

Returns

Returns true if the scroll event was handled.

13.65.2.75 on_size_allocate()

```
void seq64::seqroll::on_size_allocate (
            Gtk::Allocation & a )  [private]
```

Calls the base-class version of this function and sets m_window_x and m_window_y to the width and height of the allocation parameter. Then calls update_sizes().

Parameters

a	The GDK allocation event object.

13.65.2.76 on_leave_notify_event()

```
bool seq64::seqroll::on_leave_notify_event (
            GdkEventCrossing * p0 )  [private]
```

Calls m_seqkeys_wid.set_hint_state(false). Parameter "ev" is the event-crossing event, not used.

Returns

Always returns false.

13.65.2.77 on_enter_notify_event()

```
bool seq64::seqroll::on_enter_notify_event (
            GdkEventCrossing * p0 )  [private]
```

Calls m_seqkeys_wid.set_hint_state(true). Parameter "ev" is the event-crossing event, not used.

Returns

Always returns false.

13.65.3 Friends And Related Function Documentation

13.65.3.1 FruitySeqRollInput

```
friend class FruitySeqRollInput  [friend]
```

We've absorbed the Seq24SeqRollInput class functionality back into seqroll, to save code.

13.65.4 Field Documentation

13.65.4.1 m_horizontal_adjust

```
Gtk::Adjustment& seq64::seqroll::m_horizontal_adjust  [private]
```

It would be good to be able to avoid this access!

Change Note layk 2016-10-17 Issue #46. No need for this declaration now, due to the fix in seqedit.

friend class seqedit; We need direct access to the horizontal scrollbar if we want to be able to make it follow the progress bar.

13.65.4.2 m_vertical_adjust

```
Gtk::Adjustment& seq64::seqroll::m_vertical_adjust  [private]
```

13.65.4.3 m_old

```
rect seq64::seqroll::m_old  [private]
```

13.65.4.4 m_selected

```
rect seq64::seqroll::m_selected  [private]
```

13.65.4.5 m_seq

```
sequence& seq64::seqroll::m_seq  [private]
```

13.65.4.6 m_seqkeys_wid

```
seqkeys& seq64::seqroll::m_seqkeys_wid  [private]
```

13.65.4.7 m_fruity_interaction

```
FruitySeqRollInput seq64::seqroll::m_fruity_interaction  [private]
```

13.65.4.8 m_pos

```
int seq64::seqroll::m_pos  [private]
```

Need to clarify what exactly this member is used for.

13.65.4.9 m_zoom

```
int seq64::seqroll::m_zoom  [private]
```

13.65.4.10 m_snap

```
int seq64::seqroll::m_snap  [private]
```

Same meaning as for the event-bar grid. This value is the denominator of the note size used for the snap.

13.65.4.11 m_ppqn

```
int seq64::seqroll::m_ppqn  [private]
```

Supports values other than the default of 192.

13.65.4.12 m_note_length

```
int seq64::seqroll::m_note_length  [private]
```

Used in the seq24seqroll module only.

13.65.4.13 m_scale

```
int seq64::seqroll::m_scale  [private]
```

13.65.4.14 m_chord

```
int seq64::seqroll::m_chord  [private]
```

13.65.4.15 m_key

```
int seq64::seqroll::m_key  [private]
```

13.65.4.16 m_adding

```
bool seq64::seqroll::m_adding  [private]
```

This flag was moved from both the fruity and the seq24 seqroll classes.

13.65.4.17 m_selecting

```
bool seq64::seqroll::m_selecting  [private]
```

13.65.4.18 m_moving

```
bool seq64::seqroll::m_moving  [private]
```

13.65.4.19 m_moving_init

```
bool seq64::seqroll::m_moving_init  [private]
```

Used in the fruity and seq24 mouse-handling modules.

13.65.4.20 m_growing

```
bool seq64::seqroll::m_growing  [private]
```

13.65.4.21 m_painting

```
bool seq64::seqroll::m_painting  [private]
```

Used in the fruity and seq24 mouse-handling modules.

13.65.4.22 m_paste

```
bool seq64::seqroll::m_paste  [private]
```

13.65.4.23 m_is_drag_pasting

```
bool seq64::seqroll::m_is_drag_pasting  [private]
```

Used in the fruity mouse-handling module.

13.65.4.24 m_is_drag_pasting_start

```
bool seq64::seqroll::m_is_drag_pasting_start  [private]
```

Used in the fruity mouse-handling module.

13.65.4.25 m_justselected_one

```
bool seq64::seqroll::m_justselected_one  [private]
```

Used in the fruity mouse-handling module.

13.65.4.26 m_move_delta_x

```
int seq64::seqroll::m_move_delta_x  [private]
```

13.65.4.27 m_move_delta_y

```
int seq64::seqroll::m_move_delta_y  [private]
```

13.65.4.28 m_move_snap_offset_x

```
int seq64::seqroll::m_move_snap_offset_x  [private]
```

13.65.4.29 m_progress_x

```
int seq64::seqroll::m_progress_x  [private]
```

13.65.4.30 m_scroll_offset_ticks

```
int seq64::seqroll::m_scroll_offset_ticks  [private]
```

13.65.4.31 m_scroll_offset_key

```
int seq64::seqroll::m_scroll_offset_key  [private]
```

13.65.4.32 m_scroll_offset_x

```
int seq64::seqroll::m_scroll_offset_x  [private]
```

13.65.4.33 m_scroll_offset_y

```
int seq64::seqroll::m_scroll_offset_y  [private]
```

13.65.4.34 m_transport_follow

```
bool seq64::seqroll::m_transport_follow  [private]
```

13.65.4.35 m_trans_button_press

```
bool seq64::seqroll::m_trans_button_press  [private]
```

13.65.4.36 m_background_sequence

```
int seq64::seqroll::m_background_sequence  [private]
```

13.65.4.37 m_drawing_background_seq

```
bool seq64::seqroll::m_drawing_background_seq  [private]
```

13.65.4.38 m_status

```
midibyte seq64::seqroll::m_status  [private]
```

Used in set_background_sequence(), change_horz(), change_vert(), reset().... Never set to true, except in seq24, let's just comment it out for now. It hasn't been used in sequencer64 for awhile now.

bool m_ignore_redraw; The current status/event selected in the seqedit. Not used in seqroll at present.

13.65.4.39 m_cc

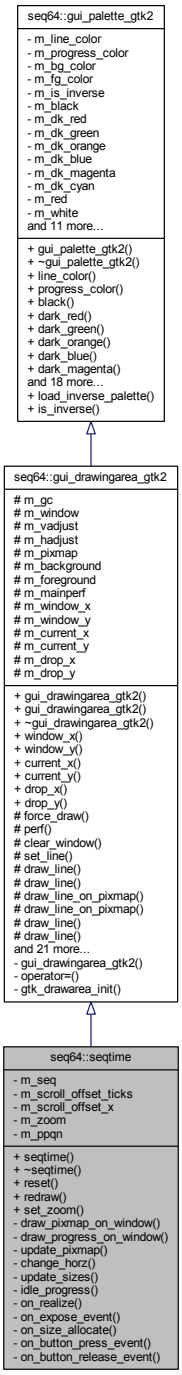
```
midibyte seq64::seqroll::m_cc  [private]
```

Not used in seqroll at present.

13.66 seq64::seqtime Class Reference

This class implements the piano time, whatever that is.

Inheritance diagram for seq64::seqtime:



Public Member Functions

- seqtime (sequence &seq, perform &p, int zoom, Gtk::Adjustment &hadjust, int ppqn=SEQ64_USE_DEFA↩ ULT_PPQN)

  Principal constructor.
- virtual ~seqtime ()

  Let's provide a do-nothing virtual destructor.

- void reset ()

  Sets the scroll offset tick and x values, updates the sizes and the pixmap, and resets the window.
- void redraw ()

  Very similar to the reset() function, except it doesn't update the sizes.
- void set_zoom (int zoom)

  Sets the zoom to the given value and resets the window.

Private Member Functions

- void draw_pixmap_on_window ()

  Draws the pixmap on the window.
- void draw_progress_on_window ()
- void update_pixmap ()

  Updates the pixmap.
- void change_horz ()

  Changes the scrolling horizontal offset, updates the pixmap, and forces a redraw.
- void update_sizes ()

  Updates the pixmap to a new size and queues up a draw operation.
- bool idle_progress ()

  Simply returns true.
- void on_realize ()

  Called when the window is drawn.
- bool on_expose_event (GdkEventExpose *a_ev)

  Implements the on-expose event handler.
- void on_size_allocate (Gtk::Allocation &)

  Implements the on-size-allocate event handler.
- bool on_button_press_event (GdkEventButton *)

  Implements the on-button-press event handler.
- bool on_button_release_event (GdkEventButton *)

  Implements the on-button-release event handler.

Private Attributes

- sequence & m_seq
- int m_scroll_offset_ticks
- int m_scroll_offset_x
- int m_zoom

  one pixel == m_zoom ticks
- int m_ppqn

Additional Inherited Members

13.66.1 Constructor & Destructor Documentation

13.66.1.1 seqtime()

```
seq64::seqtime::seqtime (
            sequence & seq,
            perform & p,
            int zoom,
            Gtk::Adjustment & hadjust,
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

In the constructor you can only allocate colors; get_window() returns 0 because the window is not yet realized>

13.66.1.2 ~seqtime()

```
virtual seq64::seqtime::~seqtime ( )  [inline], [virtual]
```

13.66.2 Member Function Documentation

13.66.2.1 reset()

```
void seq64::seqtime::reset ( )
```

Basically identical to seqevent::reset().

13.66.2.2 redraw()

```
void seq64::seqtime::redraw ( )
```

13.66.2.3 set_zoom()

```
void seq64::seqtime::set_zoom (
            int zoom )
```

Parameters

zoom	The desired zoom value, assumed to be validated already. See the seqedit::set_zoom() function.

13.66.2.4 draw_pixmap_on_window()

```
void seq64::seqtime::draw_pixmap_on_window ( )  [private]
```

13.66.2.5 draw_progress_on_window()

```
void seq64::seqtime::draw_progress_on_window ( )  [private]
```

13.66.2.6 update_pixmap()

```
void seq64::seqtime::update_pixmap ( )  [private]
```

When the zoom is at 32 ticks per pixel, there is a thick bar for every measure, and a measure number and major time division every 4 measures.at the default PPQN of 192.

A major line is a line that has a measure number in the timeline. The number of measures in a major line is 1 for zooms from 1:1 to 1:8; 2 for zoom 1:16; 4 for zoom 1:32; 8 for zoom 1:64 (new); and 16 for zoom 1:128. Zooms 1:64 and above look good only for high PPQN values.

We calculate the measure length in 32nd notes. This value is, of course, 32, when the time signature is 4/4. Then calculate measures/line. "measures_per_major" is more like "measures per major line". With a higher zoom than 32, this calculation yields a floating-point exception if m_zoom

32, so we rearrange the calculation and hope that it still works out the

same for smaller values.

Stazed:

At 32, a bar every measure.

```
zoom    32          16          8         4         1
ml
1       128
2       64
4       32          16          8
8       16m         8           4          2        1
16      8m          4           2          1        1
32      4m          2           1          1        1
64      2m          1           1          1        1
128     1m          1           1          1        1
```

Todo Sizing needs to be controlled by font parameters. Instead of 19 or 20, estimate the width of 3 letters. Instead of 9 pixels down, use the height of the seqtime and the height of a character.

13.66.2.7 change_horz()

```
void seq64::seqtime::change_horz ( )  [private]
```

13.66.2.8 update_sizes()

```
void seq64::seqtime::update_sizes ( )  [private]
```

13.66.2.9 idle_progress()

```
bool seq64::seqtime::idle_progress ( )  [inline], [private]
```

13.66.2.10 on_realize()

```
void seq64::seqtime::on_realize ( )  [private]
```

Call the base-class version of this function first. Then addition resources are allocated.

13.66.2.11 on_expose_event()

```
bool seq64::seqtime::on_expose_event (
            GdkEventExpose * a_ev )  [private]
```

13.66.2.12 on_size_allocate()

```
void seq64::seqtime::on_size_allocate (
            Gtk::Allocation & a )  [private]
```

13.66.2.13 on_button_press_event()

```
bool seq64::seqtime::on_button_press_event (
            GdkEventButton *  )  [inline], [private]
```

Simply returns false.

13.66.2.14 on_button_release_event()

```
bool seq64::seqtime::on_button_release_event (
            GdkEventButton *  )  [inline], [private]
```

Simply returns false.

13.66.3 Field Documentation

13.66.3.1 m_seq

```
sequence& seq64::seqtime::m_seq  [private]
```

13.66.3.2 m_scroll_offset_ticks

```
int seq64::seqtime::m_scroll_offset_ticks  [private]
```

13.66.3.3 m_scroll_offset_x

```
int seq64::seqtime::m_scroll_offset_x  [private]
```

13.66.3.4 m_zoom

```
int seq64::seqtime::m_zoom  [private]
```

13.66.3.5 m_ppqn

```
int seq64::seqtime::m_ppqn  [private]
```

13.67 seq64::sequence Class Reference

The sequence class is firstly a receptable for a single track of MIDI data read from a MIDI file or edited into a pattern.

Public Types

- enum select_action_e {
  e_select,
  e_select_one,
  e_is_selected,
  e_would_select,
  e_deselect,
  e_toggle_selection,
  e_remove_one }

  This enumeration is used in selecting events and note.

Public Member Functions

- sequence (int ppqn=SEQ64_USE_DEFAULT_PPQN)

  Principal constructor.
- ~sequence ()

  A rote destructor.
- void partial_assign (const sequence &rhs)

  A cut-down version of principal assignment operator.
- event_list & events ()

  'Getter' function for member m_events Non-const version.
- const event_list & events () const

  'Getter' function for member m_events Const version.
- bool any_selected_notes () const

  'Getter' function for member m_events.any_selected_notes()
- const triggers::List & triggerlist () const

  'Getter' function for member m_triggers This is the const version.
- triggers::List & triggerlist ()

  'Getter' function for member m_triggers
- int get_trigger_count () const

  Gets the trigger count, useful for exporting a sequence.
- void set_trigger_paste_tick (midipulse tick)
- midipulse get_trigger_paste_tick () const
- int number () const

  'Getter' function for member m_seq_number
- void number (int seqnum)

  'Setter' function for member m_seq_number This setter will set the sequence number only if it has not already been set.
- void modify ()

  A convenience function that we have to put here so that the m_parent pointer can be used without an additional include-file in the sequence.hpp module.
- int event_count () const

  Returns the number of events stored in m_events.
- void set_hold_undo (bool hold)

  Modifies the undo-hold container.
- int get_hold_undo () const

  'Getter' function for member m_events_undo_hold.count()
- void set_have_undo ()

  'Setter' function for member m_have_undo
- bool have_undo () const

  'Getter' function for member m_have_undo

- void set_have_redo ()

  'Setter' function for member m_have_redo No reliable way to "unmodify" the performance here.
- bool have_redo () const

  'Getter' function for member m_have_redo
- void push_undo (bool hold=false)

  Pushes the event-list into the undo-list or the upcoming undo-hold-list.
- void pop_undo ()

  If there are items on the undo list, this function pushes the event-list into the redo-list, puts the top of the undo-list into the event-list, pops from the undo-list, calls verify_and_link(), and then calls unselect.
- void pop_redo ()

  If there are items on the redo list, this function pushes the event-list into the undo-list, puts the top of the redo-list into the event-list, pops from the redo-list, calls verify_and_link(), and then calls unselect.
- void push_trigger_undo ()

  Calls triggers::push_undo() with locking.
- void pop_trigger_undo ()

  Calls triggers::pop_undo() with locking.
- void pop_trigger_redo ()

  Calls triggers::pop_redo() with locking.
- void set_name (const std::string &name)

  Sets the sequence name member, m_name.
- void set_name (char *name)

  Sets the sequence name member, m_name.
- void set_measures (int lengthmeasures)
- int get_measures ()
- int get_ppqn () const

  'Getter' function for member m_ppqn Provided as a convenience for the editable_events class.
- void set_beats_per_bar (int beatspermeasure)

  'Setter' function for member m_time_beats_per_measure
- int get_beats_per_bar () const

  'Getter' function for member m_time_beats_per_measure
- void set_beat_width (int beatwidth)

  'Setter' function for member m_time_beat_width
- int get_beat_width () const

  'Getter' function for member m_time_beat_width
- midipulse measures_to_ticks (int measures=1) const

  A convenience function for calculating the number of ticks in the given number of measures.
- void clocks_per_metronome (int cpm)

  'Setter' function for member m_clocks_per_metronome
- int clocks_per_metronome () const

  'Getter' function for member m_clocks_per_metronome
- void set_32nds_per_quarter (int tpq)

  'Setter' function for member m_32nds_per_quarter
- int get_32nds_per_quarter () const

  'Getter' function for member m_32nds_per_quarter
- void us_per_quarter_note (long upqn)

  'Setter' function for member m_us_per_quarter_note
- long us_per_quarter_note () const

  'Getter' function for member m_us_per_quarter_note
- void set_rec_vol (int rec_vol)

  'Setter' function for member m_rec_vol If this velocity is greater than zero, then m_note_on_velocity will be set as well.

- void set_song_mute (bool mute)

  'Setter' function for member m_song_mute This function also calls set_dirty_mp() to make sure that the perfnames panel is updated to show the new mute status of the sequence.
- void toggle_song_mute ()

  'Setter' function for member m_song_mute This function toogles the song muting status.
- bool get_song_mute () const

  'Getter' function for member m_song_mute
- void apply_song_transpose ()

  Applies the transpose value held by the master MIDI buss object, if non-zero, and if the sequence is set to be transposable.
- void set_transposable (bool flag)

  'Setter' function for member m_transposable Changing this flag modifies the sequence and performance.
- bool get_transposable () const

  'Getter' function for member m_transposable
- const char * get_name () const

  'Getter' function for member m_name pointer
- const std::string & name () const

  'Getter' function for member m_name
- void set_editing (bool edit)

  'Setter' function for member m_editing
- bool get_editing () const

  'Getter' function for member m_editing
- void set_raise (bool edit)

  'Setter' function for member m_raise
- bool get_raise (void) const

  'Getter' function for member m_raise
- void set_length (midipulse len=0, bool adjust_triggers=true, bool verify=true)

  Sets the length (m_length) and adjusts triggers for it, if desired.
- midipulse get_length () const

  'Getter' function for member m_length
- midipulse get_last_tick ()

  Returns the last tick played, and is used by the editor's idle function.
- void set_last_tick (midipulse tick)

  'Setter' function for member m_last_tick This function used to be called "set_orig_tick()", now renamed to match up with get_last_tick().
- midipulse mod_last_tick ()

  Some MIDI file errors and other things can lead to an m_length of 0, which causes arithmetic errors when m_last_tick is modded against it.
- void set_playing (bool)

  Sets the playing state of this sequence.
- bool get_playing () const

  'Getter' function for member m_playing
- void toggle_playing ()

  Toggles the playing status of this sequence.
- void toggle_queued ()

  'Setter' function for member m_queued and m_queued_tick Toggles the queued flag and sets the dirty-mp flag.
- void off_queued ()

  'Setter' function for member m_queued Turns off (resets) the queued flag and sets the dirty-mp flag.
- void on_queued ()

  'Setter' function for member m_queued Turns on (sets) the queued flag and sets the dirty-mp flag.
- bool get_queued () const

'Getter' function for member m_queued

- midipulse get_queued_tick () const

  'Getter' function for member m_queued_tick

- bool check_queued_tick (midipulse tick) const

  Helper function for perform.

- void set_recording (bool)

  'Setter' function for member m_recording and m_notes_on

- bool get_recording () const

  'Getter' function for member m_recording

- void set_snap_tick (int st)

  'Setter' function for member m_snap_tick

- void set_quantized_rec (bool qr)

  'Setter' function for member m_quantized_rec

- bool get_quantized_rec () const

  'Getter' function for member m_quantized_rec

- void set_thru (bool)

  'Setter' function for member m_thru

- bool get_thru () const

  'Getter' function for member m_thru

- bool is_dirty_main ()

  Returns the value of the dirty main flag, and sets that flag to false (i.e.

- bool is_dirty_edit ()

  Returns the value of the dirty edit flag, and sets that flag to false.

- bool is_dirty_perf ()

  Returns the value of the dirty performance flag, and sets that flag to false.

- bool is_dirty_names ()

  Returns the value of the dirty names (heh heh) flag, and sets that flag to false.

- void set_dirty_mp ()

  Sets the dirty flags for names, main, and performance.

- void set_dirty ()

  Call set_dirty_mp() and then sets the dirty flag for editing.

- midibyte get_midi_channel () const

  'Getter' function for member m_midi_channel

- bool is_smf_0 () const

  Returns true if this sequence is an SMF 0 sequence.

- void set_midi_channel (midibyte ch, bool user_change=false)

  Sets the m_midi_channel number>

- void print () const

  Prints a list of the currently-held events.

- void print_triggers () const

  Prints a list of the currently-held triggers.

- void play (midipulse tick, bool playback_mode)

  The play() function dumps notes starting from the given tick, and it pre-buffers ahead.

- void play_queue (midipulse tick, bool playbackmode)

  Provides encapsulation for a series of called used in perform::play().

- void add_note (midipulse tick, midipulse len, int note, bool paint=false)

  Adds a note of a given length and note value, at a given tick location.

- bool add_event (const event &er)

  Adds an event to the internal event list in a sorted manner.

- void add_chord (int chord, midipulse tick, midipulse len, int note)

  Adds a chord of a given length and note value, at a given tick location.

- void add_event (midipulse tick, midibyte status, midibyte d0, midibyte d1, bool paint=false)

  Adds a event of a given status value and data values, at a given tick location.
- bool append_event (const event &er)

  An alternative to add_event() that does not sort the events, even if the event list is implemented by an std::list.
- void sort_events ()

  Calls event_list::sort().
- void add_trigger (midipulse tick, midipulse len, midipulse offset=0, bool adjust_offset=true)

  Adds a trigger.
- void split_trigger (midipulse tick)

  Splits a trigger.
- void grow_trigger (midipulse tick_from, midipulse tick_to, midipulse len)

  Grows a trigger.
- void del_trigger (midipulse tick)

  Deletes a trigger, that brackets the given tick, from the trigger-list.
- bool get_trigger_state (midipulse tick)

  Checks the list of triggers against the given tick.
- bool select_trigger (midipulse tick)

  Checks the list of triggers against the given tick.
- triggers::List get_triggers () const

  Returns a copy of the triggers for this sequence.
- bool unselect_triggers ()

  Unselects all triggers.
- bool intersect_triggers (midipulse position, midipulse &start, midipulse &ender)

  This function examines each trigger in the trigger list.
- bool intersect_notes (midipulse position, midipulse position_note, midipulse &start, midipulse &ender, int &note)

  This function examines each note in the event list.
- bool intersect_events (midipulse posstart, midipulse posend, midibyte status, midipulse &start)

  This function examines each non-note event in the event list.
- void del_selected_trigger ()

  Deletes the first selected trigger that is found.
- void cut_selected_trigger ()

  Copies and deletes the first selected trigger that is found.
- void copy_selected_trigger ()

  First, this function clears any unpasted middle-click tick setting.
- void paste_trigger (midipulse paste_tick=SEQ64_NO_PASTE_TRIGGER)

  If there is a copied trigger, then this function grabs it from the trigger clipboard and adds it.
- bool move_selected_triggers_to (midipulse tick, bool adjust_offset, triggers::grow_edit_t which=triggers::GROW_MOVE)

  Moves selected triggers as per the given parameters.
- midipulse selected_trigger_start ()

  Gets the last-selected trigger's start tick.
- midipulse selected_trigger_end ()

  Gets the selected trigger's end tick.
- midipulse get_max_trigger ()

  Get the ending value of the last trigger in the trigger-list.
- void move_triggers (midipulse start_tick, midipulse distance, bool direction)

  Moves triggers in the trigger-list.
- void copy_triggers (midipulse start_tick, midipulse distance)

  Copies triggers to another location.
- void clear_triggers ()

Clears the whole list of triggers.

- midipulse get_trigger_offset () const

  'Getter' function for member m_trigger_offset

- void set_midi_bus (char mb, bool user_change=false)

  Sets the MIDI buss/port number to dump MIDI data to.

- char get_midi_bus () const

  'Getter' function for member m_bus

- void set_master_midi_bus (mastermidibus *mmb)

  'Setter' function for member m_masterbus Do we need to call set_dirty_mp() here?

- int select_note_events (midipulse tick_s, int note_h, midipulse tick_f, int note_l, select_action_e action)

  Selects events in range provided: tick start, note high, tick end, and note low.

- int select_events (midipulse tick_s, midipulse tick_f, midibyte status, midibyte cc, select_action_e action)

  Select all events in the given range, and returns the number selected.

- int select_events (midibyte status, midibyte cc, bool inverse=false)

  Select all events with the given status, and returns the number selected.

- int select_events (midipulse tick_s, midipulse tick_f, midibyte status)
- int select_event_handle (midipulse tick_s, midipulse tick_f, midibyte status, midibyte cc, int data_s)

  Use selected note ons if any.

- int select_linked (long tick_s, long tick_f, midibyte status)

  Used with seqevent when selecting Note On or Note Off, this function will select the opposite linked event.

- int select_even_or_odd_notes (int note_len, bool even)

  Selects every other note.

- void select_all_notes (bool inverse=false)

  New convenience function.

- int get_num_selected_notes () const

  Counts the selected notes in the event list.

- int get_num_selected_events (midibyte status, midibyte cc) const

  Counts the selected events, with the given status, in the event list.

- void select_all ()

  Selects all events, unconditionally.

- void copy_selected ()

  Copies the selected events.

- void cut_selected (bool copyevents=true)

  Cuts the selected events.

- void paste_selected (midipulse tick, int note)

  Pastes the selected notes (and only note events) at the given tick and the given note value.

- void get_selected_box (midipulse &tick_s, int &note_h, midipulse &tick_f, int &note_l)

  Returns the 'box' of the selected items.

- void get_clipboard_box (midipulse &tick_s, int &note_h, midipulse &tick_f, int &note_l)

  Returns the 'box' of the clipboard items.

- midipulse adjust_timestamp (midipulse t, bool isnoteoff)

  A new function to consolidate the adjustment of timestamps in a pattern.

- midipulse trim_timestamp (midipulse t)

  A new function to consolidate the adjustment of timestamps in a pattern.

- midipulse clip_timestamp (midipulse ontime, midipulse offtime)

  A new function to consolidate the growth/shrinkage of timestamps in a pattern.

- void move_selected_notes (midipulse deltatick, int deltanote)

  Removes and adds selected notes in position.

- bool stream_event (event &ev)

  Streams the given event.

- bool change_event_data_range (midipulse tick_s, midipulse tick_f, midibyte status, midibyte cc, int d_s, int d_f)

  Changes the event data range.
- void change_event_data_lfo (double value, double range, double speed, double phase, wave_type_t wave, midibyte status, midibyte cc)

  Modifies data events according to the parameters active in the LFO window (lfownd).
- void increment_selected (midibyte status, midibyte)

  Increments events the match the given status and control values.
- void decrement_selected (midibyte status, midibyte)

  Decrements events the match the given status and control values.
- void grow_selected (midipulse deltatick)

  The original description was "Moves note off event." But this also gets called when simply selecting a second note via a ctrl-left-click, even in seq24.
- void stretch_selected (midipulse deltatick)

  Performs a stretch operation on the selected events.
- bool remove_marked ()

  Removes marked events.
- bool mark_selected ()

  Marks the selected events.
- void remove_selected ()

  Removes selected events.
- void unpaint_all ()

  Unpaints all events in the event-list.
- void unselect ()

  Deselects all events, unconditionally.
- void verify_and_link ()

  This function verifies state: all note-ons have a note-off, and it links note-offs with their note-ons.
- void link_new ()

  Links a new event.
- void zero_markers ()

  Resets everything to zero.
- void play_note_on (int note)

  Plays a note from the piano roll on the main bus on the master MIDI buss.
- void play_note_off (int note)

  Turns off a note from the piano roll on the main bus on the master MIDI buss.
- void off_playing_notes ()

  Sends a note-off event for all active notes.
- void pause ()

  A pause version of reset().
- void reset (bool live_mode)

  Provides a helper function simplify and speed up perform::reset_sequences().
- void reset_draw_marker ()

  This refreshes the play marker to the last tick.
- void reset_draw_trigger_marker ()

  Sets the draw-trigger iterator to the beginning of the trigger list.
- draw_type_t get_next_note_event (midipulse *tick_s, midipulse *tick_f, int *note, bool *selected, int *velocity)

  Each call to seqdata() fills the passed references with a events elements, and returns true.
- bool get_minmax_note_events (int &lowest, int &highest)

  A new function provided so that we can find the minimum and maximum notes with only one (not two) traversal of the event list.

- bool get_next_event (midibyte status, midibyte cc, midipulse *tick, midibyte *d0, midibyte *d1, bool *selected, int evtype=EVENTS_ALL)

  Get the next event in the event list that matches the given status and control character.
- bool get_next_event (midibyte *status, midibyte *cc)

  Get the next event in the event list.
- bool get_next_trigger (midipulse *tick_on, midipulse *tick_off, bool *selected, midipulse *tick_offset)

  Get the next trigger in the trigger list, and set the parameters based on that trigger.
- void quantize_events (midibyte status, midibyte cc, midipulse snap_tick, int divide, bool linked=false)

  Grabs the specified events, puts them into a list, quantizes them against the snap ticks, and merges them in to the event container.
- void push_quantize (midibyte status, midibyte cc, midipulse snap_tick, int divide, bool linked=false)

  A new convenience function.
- void transpose_notes (int steps, int scale)

  Transposes notes by the given steps, in accordance with the given scale.
- void shift_notes (midipulse ticks)
- void multiply_pattern (double multiplier)
- midibyte musical_key () const

  'Getter' function for member m_musical_key
- void musical_key (int key)

  'Setter' function for member m_musical_key
- midibyte musical_scale () const

  'Getter' function for member m_musical_scale
- void musical_scale (int scale)

  'Setter' function for member m_musical_scale
- int background_sequence () const

  'Getter' function for member m_background_sequence
- void background_sequence (int bs)

  'Setter' function for member m_background_sequence Only partial validation at present, we do not want the upper limit to be hard-wired at this time.
- void show_events () const

  A member function to dump a summary of events stored in the event-list of a sequence.
- void copy_events (const event_list &newevents)

  Copies an external container of events into the current container, effectively replacing all of its events.
- midipulse note_off_margin () const

  'Getter' function for member m_note_length

Private Types

- typedef std::stack< event_list > EventStack

  Provides a stack of event-lists for use with the undo and redo facility.

Private Member Functions

- sequence & operator= (const sequence &rhs)
- bool event_in_range (const event &e, midibyte status, midipulse tick_s, midipulse tick_f) const

  A convenience function used a couple of times.
- void set_parent (perform *p)

  'Setter' function for member m_parent Sets the "parent" of this sequence, so that it can get some extra information about the performance.
- void put_event_on_bus (event &ev)

Takes an event that this sequence is holding, and places it on the MIDI buss.

- void set_trigger_offset (midipulse trigger_offset)

  Sets m_trigger_offset and wraps it to m_length.
- void adjust_trigger_offsets_to_length (midipulse newlen)

  Adjusts trigger offsets to the length specified for all triggers, and undo triggers.
- midipulse adjust_offset (midipulse offset)
- void remove (event_list::iterator i)

  A helper function, which does not lock/unlock, so it is unsafe to call without supplying an iterator from the event-list.
- void remove (event &e)

  A helper function, which does not lock/unlock, so it is unsafe to call without supplying an iterator from the event-list.
- void remove_all ()

  Clears all events from the event container.
- bool channel_match (const event &e) const

  Checks to see if the event's channel matches the sequence's nominal channel.

Private Attributes

- perform * m_parent

  For pause support, we need a way for the sequence to find out if JACK transport is active.
- event_list m_events

  This list holds the current pattern/sequence events.
- triggers m_triggers

  The triggers associated with the sequence, used in the performance/song editor.
- event_list m_events_undo_hold

  Provides a list of event actions to undo for the Stazed LFO and seqdata support.
- bool m_have_undo

  A stazed flag indicating that we have some undo information.
- bool m_have_redo

  A stazed flag indicating that we have some redo information.
- EventStack m_events_undo

  Provides a list of event actions to undo.
- EventStack m_events_redo

  Provides a list of event actions to redo.
- event_list::iterator m_iterator_draw

  An iterator for drawing events.
- bool m_channel_match

  A new feature for recording, based on a "stazed" feature.
- midibyte m_midi_channel

  Contains the proper MIDI channel for this sequence.
- midibyte m_bus

  Contains the proper MIDI bus number for this sequence.
- bool m_song_mute

  Provides a flag for the song playback mode muting.
- bool m_transposable

  Indicate if the sequence is transposable or not.
- int m_notes_on

  Provides a member to hold the polyphonic step-edit note counter.
- mastermidibus * m_masterbus

  Provides the master MIDI buss which handles the output of the sequence to the proper buss and MIDI channel.
- int m_playing_notes [SEQ64_MIDI_NOTES_MAX]

Provides a "map" for Note On events.

- bool m_was_playing

  Indicates if the sequence was playing.
- bool m_playing

  True if sequence playback currently is in progress for this sequence.
- bool m_recording

  True if sequence recording currently is in progress for this sequence.
- bool m_quantized_rec

  True if recoring in quantized mode.
- bool m_thru

  True if recoring in MIDI-through mode.
- bool m_queued

  True if the events are queued.
- bool m_dirty_main

  These flags indicate that the content of the sequence has changed due to recording, editing, performance management, or even (?) a name change.
- bool m_dirty_edit

  Provides the main is-edited flag.
- bool m_dirty_perf

  Provides performance dirty flagflag.
- bool m_dirty_names

  Provides the names dirtiness flag.
- bool m_editing

  Indicates that the sequence is currently being edited.
- bool m_raise

  Used in seqmenu and seqedit.
- std::string m_name

  Provides the name/title for the sequence.
- midipulse m_last_tick

  These members manage where we are in the playing of this sequence, including triggering.
- midipulse m_queued_tick

  Provides the next tick to play?
- midipulse m_trigger_offset

  Provides the trigger offset.
- const int m_maxbeats

  This constant provides the scaling used to calculate the time position in ticks (pulses), based also on the PPQN value.
- int m_ppqn

  Holds the PPQN value for this sequence, so that we don't have to rely on a global constant value.
- int m_seq_number

  A new member so that the sequence number is carried along with the sequence.
- midipulse m_length

  Holds the length of the sequence in pulses (ticks).
- midipulse m_snap_tick

  The size of snap in units of pulses (ticks).
- int m_time_beats_per_measure

  Provides the number of beats per bar used in this sequence.
- int m_time_beat_width

  Provides with width of a beat.
- int m_clocks_per_metronome

  Augments the beats/bar and beat-width with the additional values included in a Time Signature meta event.
- int m_32nds_per_quarter

Augments the beats/bar and beat-width with the additional values included in a Time Signature meta event.

- long m_us_per_quarter_note

  Augments the beats/bar and beat-width with the additional values included in a Tempo meta event.
- int m_rec_vol

  The volume to be used when recording.
- int m_note_on_velocity

  The Note On velocity used.
- int m_note_off_velocity

  The Note Off velocity used.
- midibyte m_musical_key

  Holds a copy of the musical key for this sequence, which we now support writing to this sequence.
- midibyte m_musical_scale

  Holds a copy of the musical scale for this sequence, which we now support writing to this sequence.
- int m_background_sequence

  Holds a copy of the background sequence number for this sequence, which we now support writing to this sequence.
- mutex m_mutex

  Provides locking for the sequence.
- const midipulse m_note_off_margin

  Provides the number of ticks to shave off of the end of painted notes.

Static Private Attributes

- static event_list m_events_clipboard

  A static clipboard for holding pattern/sequence events.

Friends

- class perform
- class triggers

13.67.1 Detailed Description

More members than you can shake a stick at.

13.67.2 Member Typedef Documentation

13.67.2.1 EventStack

```
typedef std::stack<event_list> seq64::sequence::EventStack  [private]
```

13.67.3 Member Enumeration Documentation

13.67.3.1 select_action_e

```
enum seq64::sequence::select_action_e
```

Se the select_note_events() and select_events() functions.

Enumerator

e_select	Selection in progress.
e_select_one	To select a single event.
e_is_selected	The events are selected.
e_would_select	The events would be selected.
e_deselect	To deselect event under the cursor.
e_toggle_selection	Toggle selection under cursor.
e_remove_one	To remove one note under the cursor.

13.67.4 Constructor & Destructor Documentation

13.67.4.1 sequence()

```
seq64::sequence::sequence (
            int ppqn = SEQ64_USE_DEFAULT_PPQN )
```

Parameters

ppqn	Provides the PPQN parameter to perhaps alter the default PPQN value of this sequence.

13.67.4.2 ~sequence()

```
seq64::sequence::~sequence ( )
```

13.67.5 Member Function Documentation

13.67.5.1 operator=()

```
sequence& seq64::sequence::operator= (
            const sequence & rhs )  [private]
```

13.67.5.2 partial_assign()

```
void seq64::sequence::partial_assign (
            const sequence & rhs )
```

We're replacing that incomplete function (many members are not assigned) with the more accurately-named partial_assign() function.

It did not assign them all, so we created this partial_assign() function to do this work, and replaced operator =() with this function in client code.

Threadsafe

Parameters

rhs	Provides the source of the new member values.

13.67.5.3 events() [1/2]

```
event_list& seq64::sequence::events ( )  [inline]
```

13.67.5.4 events() [2/2]

```
const event_list& seq64::sequence::events ( ) const  [inline]
```

13.67.5.5 any_selected_notes()

```
bool seq64::sequence::any_selected_notes ( ) const  [inline]
```

13.67.5.6 triggerlist() [1/2]

```
const triggers::List& seq64::sequence::triggerlist ( ) const  [inline]
```

13.67.5.7 triggerlist() [2/2]

```
triggers::List& seq64::sequence::triggerlist ( )  [inline]
```

13.67.5.8 get_trigger_count()

```
int seq64::sequence::get_trigger_count ( ) const  [inline]
```

13.67.5.9 set_trigger_paste_tick()

```
void seq64::sequence::set_trigger_paste_tick (
            midipulse tick )  [inline]
```

13.67.5.10 get_trigger_paste_tick()

```
midipulse seq64::sequence::get_trigger_paste_tick ( ) const  [inline]
```

13.67.5.11 number() [1/2]

```
int seq64::sequence::number ( ) const  [inline]
```

13.67.5.12 number() [2/2]

```
void seq64::sequence::number (
            int seqnum )  [inline]
```

13.67.5.13 modify()

```
void seq64::sequence::modify ( )
```

One minor issue is how can we unmodify the performance? We'd need to keep a count/stack of modifications over all sequences in the performance. Probably not practical, in general. We will probably keep track of the modification of the buss (port) and channel numbers, as per GitHub Issue #47..

13.67.5.14 event_count()

```
int seq64::sequence::event_count ( ) const
```

Note that only playable events are counted in a sequence. If a sequence class function provides a mutex, call m_events.count() instead.

Threadsafe

Returns

Returns m_events.count().

13.67.5.15 set_hold_undo()

```
void seq64::sequence::set_hold_undo (
            bool hold )
```

Parameters

hold	If true, then the events in the m_events container are added to the m_events_undo_hold container. Otherwise, that container is cleared.

13.67.5.16 get_hold_undo()

```
int seq64::sequence::get_hold_undo ( ) const  [inline]
```

13.67.5.17 set_have_undo()

```
void seq64::sequence::set_have_undo ( )  [inline]
```

13.67.5.18 have_undo()

```
bool seq64::sequence::have_undo ( ) const  [inline]
```

13.67.5.19 set_have_redo()

```
void seq64::sequence::set_have_redo ( )  [inline]
```

13.67.5.20 have_redo()

```
bool seq64::sequence::have_redo ( ) const  [inline]
```

13.67.5.21 push_undo()

```
void seq64::sequence::push_undo (
            bool hold = false )
```

Threadsafe

Parameters

hold	A new parameter for the stazed undo/redo support, not yet used. If true, then the events go into the undo-hold-list.

13.67.5.22 pop_undo()

```
void seq64::sequence::pop_undo ( )
```

We would like to be able to set perform's modify flag to false here, but other sequences might still be in a modified state. We could add a modify flag to sequence, and falsify that flag here. Something to think about.

Threadsafe

13.67.5.23 pop_redo()

```
void seq64::sequence::pop_redo ( )
```

Threadsafe

13.67.5.24 push_trigger_undo()

```
void seq64::sequence::push_trigger_undo ( )
```

Threadsafe

13.67.5.25 pop_trigger_undo()

```
void seq64::sequence::pop_trigger_undo ( )
```

Threadsafe

13.67.5.26 pop_trigger_redo()

```
void seq64::sequence::pop_trigger_redo ( )
```

Threadsafe

13.67.5.27 set_name() [1/2]

```
void seq64::sequence::set_name (
            const std::string & name )
```

13.67.5.28 set_name() [2/2]

```
void seq64::sequence::set_name (
            char * name )
```

13.67.5.29 set_measures()

```
void seq64::sequence::set_measures (
            int lengthmeasures )
```

13.67.5.30 get_measures()

```
int seq64::sequence::get_measures ( )
```

13.67.5.31 get_ppqn()

```
int seq64::sequence::get_ppqn ( ) const  [inline]
```

13.67.5.32 set_beats_per_bar()

```
void seq64::sequence::set_beats_per_bar (
            int beatspermeasure )
```

Threadsafe

Parameters

beatspermeasure	The new setting of the beats-per-bar value.

13.67.5.33 get_beats_per_bar()

```
int seq64::sequence::get_beats_per_bar ( ) const  [inline]
```

13.67.5.34 set_beat_width()

```
void seq64::sequence::set_beat_width (
            int beatwidth )
```

Threadsafe

Parameters

beatwidth	The new setting of the beat width value.

13.67.5.35 get_beat_width()

```
int seq64::sequence::get_beat_width ( ) const  [inline]
```

Threadsafe

13.67.5.36 measures_to_ticks()

```
midipulse seq64::sequence::measures_to_ticks (
            int measures = 1 ) const  [inline]
```

13.67.5.37 clocks_per_metronome() [1/2]

```
void seq64::sequence::clocks_per_metronome (
            int cpm )  [inline]
```

13.67.5.38 clocks_per_metronome() [2/2]

```
int seq64::sequence::clocks_per_metronome ( ) const  [inline]
```

13.67.5.39 set_32nds_per_quarter()

```
void seq64::sequence::set_32nds_per_quarter (
            int tpq )  [inline]
```

13.67.5.40 get_32nds_per_quarter()

```
int seq64::sequence::get_32nds_per_quarter ( ) const  [inline]
```

13.67.5.41 us_per_quarter_note() [1/2]

```
void seq64::sequence::us_per_quarter_note (
            long upqn )  [inline]
```

13.67.5.42 us_per_quarter_note() [2/2]

```
long seq64::sequence::us_per_quarter_note ( ) const  [inline]
```

13.67.5.43 set_rec_vol()

```
void seq64::sequence::set_rec_vol (
            int recvol )
```

Threadsafe

Parameters

recvol	The new setting of the recording volume setting. It is used only if it ranges from 0 to SEQ64_MAX_NOTE_ON_VELOCITY.

13.67.5.44 set_song_mute()

```
void seq64::sequence::set_song_mute (
            bool mute )  [inline]
```

13.67.5.45 toggle_song_mute()

```
void seq64::sequence::toggle_song_mute ( )  [inline]
```

13.67.5.46 get_song_mute()

```
bool seq64::sequence::get_song_mute ( ) const  [inline]
```

13.67.5.47 apply_song_transpose()

```
void seq64::sequence::apply_song_transpose ( )
```

13.67.5.48 set_transposable()

```
void seq64::sequence::set_transposable (
            bool flag )
```

Note that when a sequence is being read from a MIDI file, it will not yet have a parent, so we have to check for that before setting the perform modify flag.

13.67.5.49 get_transposable()

```
bool seq64::sequence::get_transposable ( ) const  [inline]
```

13.67.5.50 get_name()

```
const char* seq64::sequence::get_name ( ) const  [inline]
```

Deprecated

13.67.5.51 name()

```
const std::string& seq64::sequence::name ( ) const  [inline]
```

13.67.5.52 set_editing()

```
void seq64::sequence::set_editing (
            bool edit )  [inline]
```

13.67.5.53 get_editing()

```
bool seq64::sequence::get_editing ( ) const  [inline]
```

13.67.5.54 set_raise()

```
void seq64::sequence::set_raise (
            bool edit )  [inline]
```

13.67.5.55 get_raise()

```
bool seq64::sequence::get_raise (
            void  ) const  [inline]
```

13.67.5.56 set_length()

```
void seq64::sequence::set_length (
            midipulse len = 0,
            bool adjust_triggers = true,
            bool verify = true )
```

This function is called in seqedit::apply_length(), when the user selects a sequence length in measures. This function is also called when reading a MIDI file.

There's an issue, though. If the application is compiled to use the original std::list container for MIDI events, that implementation sorts the container after every event insertion. If the application is compiled to used the std::map container (to speed up the reading of large MIDI files *greatly*), sorting happens automatically. But, if we use the original std::list implementation, but leave the sorting until later (to speed up the reading of large MIDI files *greatly*), then the verify_and_link() call that happens with every new event happens before the events are sorted, and the result is elongated notes showing up in the pattern slot in the main window. Therefore, we need a way to skip the verification when reading a MIDI file, and do the verification only after all events are read.

That function calculates the length in ticks:

```
    L = M x B x 4 x P / W
        L == length (ticks or pulses)
        M == number of measures
        B == beats per measure
        P == pulses per quarter-note
        W == beat width in beats per measure


For our "b4uacuse" MIDI file, M can be about 100 measures, B is 4,
P can be 192 (but we want to support higher values), and W is 4.
So L = 100 * 4 * 4 * 192 / 4 = 76800 ticks.  Seems small.
```

Threadsafe

Parameters

len	The length value to be set. If it is smaller than ppqn/4, then it is set to that value, unless it is zero, in which case m_length is used and does not change. It also sets the length value for the sequence's triggers.
adjust_triggers	If true, m_triggers.adjust_offsets_to_length() is called. The value defaults to true.
verify	This new parameter defaults to true. If true, verify_and_link() is called. Otherwise, it is not, and the caller should call this function with the default value after reading all the events.

13.67.5.57 get_length()

```
midipulse seq64::sequence::get_length ( ) const  [inline]
```

13.67.5.58 get_last_tick()

```
midipulse seq64::sequence::get_last_tick ( )
```

If m_length is 0, this function returns m_last_tick - m_trigger_offset, to avoid an arithmetic exception. Should we return 0 instead?

Note that seqroll calls this function to help get the location of the progress bar. What does perfedit do?

13.67.5.59 set_last_tick()

```
void seq64::sequence::set_last_tick (
            midipulse tick )
```

Threadsafe

13.67.5.60 mod_last_tick()

```
midipulse seq64::sequence::mod_last_tick ( )  [inline]
```

This function replaces the "m_last_tick % m_length", returning m_last_tick if m_length is 0 or 1.

13.67.5.61 set_playing()

```
void seq64::sequence::set_playing (
            bool p )
```

When playing, and the sequencer is running, notes get dumped to the ALSA buffers.

Parameters

p	Provides the playing status to set. True means to turn on the playing, false means to turn it off, and turn off any notes still playing.

13.67.5.62 get_playing()

```
bool seq64::sequence::get_playing ( ) const  [inline]
```

13.67.5.63 toggle_playing()

```
void seq64::sequence::toggle_playing ( )  [inline]
```

How exactly does this differ from toggling the mute status?

13.67.5.64 toggle_queued()

```
void seq64::sequence::toggle_queued ( )
```

Also calculates the queued tick based on m_last_tick.

Threadsafe

13.67.5.65 off_queued()

```
void seq64::sequence::off_queued ( )
```

Do we need to set m_queued_tick as in toggle_queued()? Currently not used.

Threadsafe

13.67.5.66 on_queued()

```
void seq64::sequence::on_queued ( )
```

Do we need to set m_queued_tick as in toggle_queued()? Currently not used.

Threadsafe

13.67.5.67 get_queued()

```
bool seq64::sequence::get_queued ( ) const  [inline]
```

13.67.5.68 get_queued_tick()

```
midipulse seq64::sequence::get_queued_tick ( ) const  [inline]
```

13.67.5.69 check_queued_tick()

```
bool seq64::sequence::check_queued_tick (
            midipulse tick ) const  [inline]
```

13.67.5.70 set_recording()

```
void seq64::sequence::set_recording (
            bool r )
```

Threadsafe

13.67.5.71 get_recording()

```
bool seq64::sequence::get_recording ( ) const  [inline]
```

13.67.5.72 set_snap_tick()

```
void seq64::sequence::set_snap_tick (
            int st )
```

Threadsafe

13.67.5.73 set_quantized_rec()

```
void seq64::sequence::set_quantized_rec (
            bool qr )
```

Threadsafe

13.67.5.74 get_quantized_rec()

```
bool seq64::sequence::get_quantized_rec ( ) const  [inline]
```

13.67.5.75 set_thru()

```
void seq64::sequence::set_thru (
            bool r )
```

Threadsafe

13.67.5.76 get_thru()

```
bool seq64::sequence::get_thru ( ) const  [inline]
```

13.67.5.77 is_dirty_main()

```
bool seq64::sequence::is_dirty_main ( )
```

resets it). This flag signals that a redraw is needed from recording.

Threadsafe

Returns

Returns the dirty status.

13.67.5.78 is_dirty_edit()

```
bool seq64::sequence::is_dirty_edit ( )
```

The m_dirty_edit flag is set by the function set_dirty().

Threadsafe

Returns

Returns the dirty status.

13.67.5.79 is_dirty_perf()

```
bool seq64::sequence::is_dirty_perf ( )
```

Threadsafe

Returns

Returns the dirty status.

13.67.5.80 is_dirty_names()

```
bool seq64::sequence::is_dirty_names ( )
```

Not sure that we need to lock a boolean on modern processors.

Threadsafe

Returns

Returns the dirty status.

13.67.5.81 set_dirty_mp()

```
void seq64::sequence::set_dirty_mp ( )
```

These flags are meant for causing user-interface refreshes, not for performance modification.

m_dirty_names is set to false in is_dirty_names(); m_dirty_names is set to false in is_dirty_main(); m_dirty_names is set to false in is_dirty_perf().

Not threadsafe

13.67.5.82 set_dirty()

```
void seq64::sequence::set_dirty ( )
```

Threadsafe

13.67.5.83 get_midi_channel()

```
midibyte seq64::sequence::get_midi_channel ( ) const  [inline]
```

13.67.5.84 is_smf_0()

```
bool seq64::sequence::is_smf_0 ( ) const  [inline]
```

13.67.5.85 set_midi_channel()

```
void seq64::sequence::set_midi_channel (
            midibyte ch,
            bool user_change = false )
```

Threadsafe

Parameters

ch	The MIDI channel to set as the channel number for this sequence.
user_change	If true (the default value is false), the user has decided to change this value, and we might need to modify the perform's dirty flag, so that the user gets prompted for a change, This is a response to GitHub issue #47, where channel changes do not cause a prompt to save the sequence.

13.67.5.86 print()

```
void seq64::sequence::print ( ) const
```

Not threadsafe

13.67.5.87 print_triggers()

```
void seq64::sequence::print_triggers ( ) const
```

Not threadsafe

13.67.5.88 play()

```
void seq64::sequence::play (
            midipulse tick,
            bool playback_mode )
```

This function is called by the sequencer thread, performance. The tick comes in as global tick.

It turns the sequence off after we play in this frame.

Note

With pause support, the progress bar for the pattern/sequence editor does what we want: pause with the pause button, and rewind with the stop button. Works with JACK, with issues, but we'd like to have the stop button do a rewind in JACK, too.

Parameters

tick	Provides the current end-tick value.
playback_mode	Provides how playback is managed. True indicates that it is performance/song-editor playback, controlled by the set of patterns and triggers set up in that editor, and saved with the song in seq24 format. False indicates that the playback is controlled by the main windows, in live mode.

Threadsafe

13.67.5.89 play_queue()

```
void seq64::sequence::play_queue (
            midipulse tick,
            bool playbackmode )
```

Starts the playing of a pattern/sequence. This function just has the sequence dump its events. It ignores the sequence if it has no playable MIDI events.

Change Note ca 2016-10-12 Issue #39. Removed the check for a non-zero event count. This lets the seqroll show the progress bar in motion.

Parameters

tick	Provides the tick/pulse from which to start playing.
playbackmode	Indicates if the playback is in live mode (false) or song mode (true).

13.67.5.90 add_note()

```
void seq64::sequence::add_note (
            midipulse tick,
            midipulse len,
            int note,
            bool paint = false )
```

It adds a single note-on / note-off pair.

The paint parameter indicates if we care about the painted event, so then the function runs though the events and deletes the painted ones that overlap the ones we want to add.

Also note that push_undo() is not incorporated into this function, for the sake of speed.

Here, we could ignore events not on the sequence's channel, as an option. We have to be careful because this function can be used in painting notes.

Stazed:

```
http://www.blitter.com/~russtopia/MIDI/~jglatt/tech/midispec.htm

Note Off: The first data is the note number. There are 128 possible
notes on a MIDI device, numbered 0 to 127 (where Middle C is note
number 60). This indicates which note should be released.  The second
data byte is the velocity, a value from 0 to 127. This indicates how
quickly the note should be released (where 127 is the fastest). It's
up to a MIDI device how it uses velocity information. Often velocity
will be used to tailor the VCA release time.  MIDI devices that can
generate Note Off messages, but don't implement velocity features,
will transmit Note Off messages with a preset velocity of 64.
```

Also, we now see that seq24 never used the recording-velocity member (m_rec_vol). We use it to modify the new m_note_on_velocity member if the user changes it in the seqedit window.

Threadsafe

Parameters

tick	The time destination of the new note, in pulses.
len	The duration of the new note, in pulses.
note	The pitch destination of the new note.
paint	If true, repaint the whole set of events, in order to be left with a clean view of the inserted event. The default is false.

13.67.5.91 add_event() [1/2]

```
bool seq64::sequence::add_event (
            const event & er )
```

Then it reset the draw-marker and sets the dirty flag.

Currently, when reading a MIDI file [see the midifile::parse() function], only the main events (notes, after-touch, pitch, program changes, etc.) are added with this function. So, we can rely on reading only playable events into a sequence. Well, actually, certain meta-events are also read, to obtain channel, buss, and more settings. Also read for a sequence, if the global-sequence flag is not set, are the new key, scale, and background sequence parameters.

This module (sequencer) adds all of those events as well, but it can surely add other events. We should assume that any events added by sequencer are playable/usable.

Here, we could ignore events not on the sequence's channel, as an option. We have to be careful because this function can be used in painting events.

Threadsafe

Warning

This pushing (and, in writing the MIDI file, the popping), causes events with identical timestamps to be written in reverse order. Doesn't affect functionality, but it's puzzling until one understands what is happening. Actually, this is true only in Seq24, we've fixed that behavior for Sequencer64.

Parameters

er	Provide a reference to the event to be added; the event is copied into the events container.

Returns

Returns true if the event was added.

13.67.5.92 add_chord()

```
void seq64::sequence::add_chord (
            int chord,
            midipulse tick,
            midipulse len,
            int note )
```

If SEQ64_STAZED_CHORD_GENERATOR is not defined, it devolves to add_note().

Threadsafe

Parameters

chord	If greater than 0 (and less than c_chord_number), a chord (multiple notes) will be generated using this chord in the c_chord_table[] array. Otherwise, only a single note will be added.
tick	The time destination of the new note, in pulses.
len	The duration of the new note, in pulses.
note	The pitch destination of the new note.

13.67.5.93 add_event() [2/2]

```
void seq64::sequence::add_event (
             midipulse tick,
             midibyte status,
             midibyte d0,
             midibyte d1,
             bool paint = false )
```

The paint parameter indicates if we care about the painted event, so then the function runs though the events and deletes the painted ones that overlap the ones we want to add.

Threadsafe

Parameters

tick	The time destination of the event.
status	The type of event to add.
d0	The first data byte for the event.
d1	The second data byte for the event (if needed).
paint	If true, the inserted event is marked for painting.

13.67.5.94 append_event()

```
bool seq64::sequence::append_event (
             const event & er )
```

This function is meant mainly for reading the MIDI file, to save a lot of time.

Parameters

er	Provide a reference to the event to be added; the event is copied into the events container.

Returns

Returns true if the event was added.

13.67.5.95 sort_events()

```
void seq64::sequence::sort_events ( )  [inline]
```

13.67.5.96 add_trigger()

```
void seq64::sequence::add_trigger (
            midipulse tick,
            midipulse len,
            midipulse offset = 0,
            bool fixoffset = true )
```

A pass-through function that calls triggers::add(). See that function for more details.

Threadsafe

Parameters

tick	The time destination of the trigger.
len	The duration of the trigger.
offset	The performance offset of the trigger.
fixoffset	If true, adjust the offset.

13.67.5.97 split_trigger()

```
void seq64::sequence::split_trigger (
            midipulse splittick )
```

This is the public overload of split_trigger.

Threadsafe

Parameters

splittick	The time location of the split.

13.67.5.98 grow_trigger()

```
void seq64::sequence::grow_trigger (
            midipulse tickfrom,
            midipulse tickto,
            midipulse len )
```

See triggers::grow() for more information.

Parameters

tickfrom	The desired from-value back which to expand the trigger, if necessary.
tickto	The desired to-value towards which to expand the trigger, if necessary.
len	The additional length to append to tickto for the check.

Threadsafe

13.67.5.99 del_trigger()

```
void seq64::sequence::del_trigger (
            midipulse tick )
```

See triggers::remove().

Threadsafe

Parameters

tick	Provides the tick to be used for finding the trigger to be erased.

13.67.5.100 get_trigger_state()

```
bool seq64::sequence::get_trigger_state (
            midipulse tick )
```

If any trigger is found to bracket that tick, then true is returned.

Parameters

tick	Provides the tick of interest.

Returns

Returns true if a trigger is found that brackets the given tick.

13.67.5.101 select_trigger()

```
bool seq64::sequence::select_trigger (
            midipulse tick )
```

If any trigger is found to bracket that tick, then true is returned, and the trigger is marked as selected.

Parameters

tick	Provides the tick of interest.

Returns

Returns true if a trigger is found that brackets the given tick; this is the return value of m_triggers.select().

13.67.5.102 get_triggers()

```
triggers::List seq64::sequence::get_triggers ( ) const
```

This function is basically a threadsafe version of sequence::triggerlist().

Returns

Returns of copy of m_triggers.triggerlist().

13.67.5.103 unselect_triggers()

```
bool seq64::sequence::unselect_triggers ( )
```

Returns

Returns the m_triggers.unselect() return value.

13.67.5.104 intersect_triggers()

```
bool seq64::sequence::intersect_triggers (
            midipulse position,
            midipulse & start,
            midipulse & ender )
```

If the given position is between the current trigger's tick-start and tick-end values, the these values are copied to the start and end parameters, respectively, and then we exit. See triggers::intersect().

Threadsafe

Parameters

position	The position to examine.
start	The destination for the starting tick of the matching trigger.
ender	The destination for the ending tick of the matching trigger.

Returns

Returns true if a trigger was found whose start/end ticks contained the position. Otherwise, false is returned, and the start and end return parameters should not be used.

13.67.5.105 intersect_notes()

```
bool seq64::sequence::intersect_notes (
            midipulse position,
            midipulse position_note,
            midipulse & start,
            midipulse & ender,
            int & note )
```

If the given position is between the current notes on and off time values, values, the these values are copied to the start and end parameters, respectively, the note value is copied to the note parameter, and then we exit.

Threadsafe

Parameters

	position	The position to examine.
	position_note	I think this is the note value we might be looking for ???
out	*start*	The destination for the starting timestamp of the matching note.
out	*ender*	The destination for the ending timestamp of the matching note.
out	*note*	The destination for the note of the matching event. Why is this an int value???

Returns

Returns true if a event was found whose start/end ticks contained the position. Otherwise, false is returned, and the start and end return parameters should not be used.

13.67.5.106 intersect_events()

```
bool seq64::sequence::intersect_events (
            midipulse posstart,
            midipulse posend,
            midibyte status,
            midipulse & start )
```

If the given position is between the current notes's timestamp-start and timestamp-end values, the these values are copied to the posstart and posend parameters, respectively, and then we exit.

Threadsafe

Parameters

posstart	The starting position to examine.
posend	The ending position to examine.
status	The desired status value.
start	The destination for the starting timestamp of the matching trigger.

Returns

Returns true if a event was found whose start/end timestamps contained the position. Otherwise, false is returned, and the start and end return parameters should not be used.

13.67.5.107 del_selected_trigger()

```
void seq64::sequence::del_selected_trigger ( )
```

13.67.5.108 cut_selected_trigger()

```
void seq64::sequence::cut_selected_trigger ( )
```

13.67.5.109 copy_selected_trigger()

```
void seq64::sequence::copy_selected_trigger ( )
```

Then it copies the first selected trigger that is found.

13.67.5.110 paste_trigger()

```
void seq64::sequence::paste_trigger (
            midipulse paste_tick = SEQ64_NO_PASTE_TRIGGER )
```

Why isn't this protected by a mutex? We will enable this if anything bad happens, such as a deadlock, or corruption, that we can prove happens here.

Parameters

paste_tick	A new parameter that provides the tick for pasting, or SEQ64_NO_PASTE_TRIGGER (-1) if there is none.

13.67.5.111 move_selected_triggers_to()

```
bool seq64::sequence::move_selected_triggers_to (
            midipulse tick,
            bool adjustoffset,
            triggers::grow_edit_t which = triggers::GROW_MOVE )


          min_tick][0                1][max_tick
                        2


The \a which parameter has three possible values:

-#  If we are moving the 0, use first as offset.
-#  If we are moving the 1, use the last as the offset.
-#  If we are moving both (2), use first as offset.
```

Threadsafe

Parameters

tick	The tick at which the trigger starts.
adjustoffset	Set to true if the offset is to be adjusted.
which	Selects which movement will be done, as discussed above.

Returns

Returns the value of triggers::move_selected(), which indicate that the movement could be made. Used in Seq24PerfInput::handle_motion_key().

13.67.5.112 selected_trigger_start()

```
midipulse seq64::sequence::selected_trigger_start ( )
```

Threadsafe

Returns

Returns the tick_start() value of the last-selected trigger. If no triggers are selected, then -1 is returned.

13.67.5.113 selected_trigger_end()

```
midipulse seq64::sequence::selected_trigger_end ( )
```

Threadsafe

Returns

Returns the tick_end() value of the last-selected trigger. If no triggers are selected, then -1 is returned.

13.67.5.114 get_max_trigger()

```
midipulse seq64::sequence::get_max_trigger ( )
```

Threadsafe

Returns

Returns the maximum trigger value.

13.67.5.115 move_triggers()

```
void seq64::sequence::move_triggers (
            midipulse starttick,
            midipulse distance,
            bool direction )
```

Note the dependence on the m_length member being kept in sync with the parent's value of m_length.

Threadsafe

Parameters

starttick	The current location of the triggers.
distance	The distance away from the current location to which to move the triggers.
direction	If true, the triggers are moved forward. If false, the triggers are moved backward.

13.67.5.116 copy_triggers()

```
void seq64::sequence::copy_triggers (
            midipulse starttick,
            midipulse distance )
```

Threadsafe

Parameters

starttick	The current location of the triggers.
distance	The distance away from the current location to which to copy the triggers.

13.67.5.117 clear_triggers()

```
void seq64::sequence::clear_triggers ( )
```

Threadsafe

13.67.5.118 get_trigger_offset()

```
midipulse seq64::sequence::get_trigger_offset ( ) const  [inline]
```

13.67.5.119 set_midi_bus()

```
void seq64::sequence::set_midi_bus (
            char mb,
            bool user_change = false )
```

Threadsafe

Parameters

mb	The MIDI buss to set as the buss number for this sequence. Also called the "MIDI port" number.
user_change	If true (the default value is false), the user has decided to change this value, and we might need to modify the perform's dirty flag, so that the user gets prompted for a change, This is a response to GitHub issue #47, where buss changes do not cause a prompt to save the sequence.

13.67.5.120 get_midi_bus()

```
char seq64::sequence::get_midi_bus ( ) const  [inline]
```

13.67.5.121 set_master_midi_bus()

```
void seq64::sequence::set_master_midi_bus (
            mastermidibus * mmb )
```

Threadsafe

Parameters

mmb	Provides a pointer to the master MIDI buss for this sequence. This should be a reference, but isn't, nor is it checked.

13.67.5.122 select_note_events()

```
int seq64::sequence::select_note_events (
            midipulse tick_s,
            int note_h,
            midipulse tick_f,
            int note_l,
            select_action_e action )
```

Be aware the the event::is_note() function is used, and that it includes Aftertouch events, which generally need to stick with their Note On counterparts.

If a "note" event is detected, then we skip it. This is necessary since channel pressure and control change use d0 for seqdata, and d0 is returned by get_note(). This causes note selection to occasionally select them when their seqdata values are within range of the tick selection. So therefore we want only Note Ons and Note Offs.

Note

The continuation below ("continue") is necessary since channel pressure and control change use d0 for seqdata [which is returned by get_note()]. This causes seqroll note selection to occasionally select them when their seqdata values are within the range of tick selection. So only, note ons and offs. What about Aftertouch? We have the event::is_note() function for that.

Parameters

tick_s	The starting tick.
note_h	The highest note selected.
tick_f	The ending, or finishing, tick.
note_l	The lowest note selected.
action	The action to perform on the selection.

Returns

Returns the number of notes selected.

13.67.5.123 select_events() [1/3]

```
int seq64::sequence::select_events (
            midipulse tick_s,
            midipulse tick_f,
            midibyte status,
```

```
            midibyte cc,
            select_action_e action )
```

Note that there is also an overloaded version of this function.

Threadsafe

Parameters

tick_s	The start time of the selection.
tick_f	The finish time of the selection.
status	The desired event in the selection.
cc	The desired control-change in the selection, if the event is a control-change.
action	The desired selection action.

Returns

Returns the number of events selected.

13.67.5.124 select_events() [2/3]

```
int seq64::sequence::select_events (
            midibyte status,
            midibyte cc,
            bool inverse = false )
```

Note that there is also an overloaded version of this function.

Threadsafe

Warning

This used to be a void function, so it just returns 0 for now.

Parameters

status	Provides the status value to be selected.
cc	If the status is EVENT_CONTROL_CHANGE, then data byte 0 must match this value.
inverse	If true, invert the selection.

Returns

Always returns 0.

13.67.5.125 select_events() [3/3]

```
int seq64::sequence::select_events (
            midipulse tick_s,
```

```
            midipulse tick_f,
            midibyte status )
```

13.67.5.126 select_event_handle()

```
int seq64::sequence::select_event_handle (
            midipulse tick_s,
            midipulse tick_f,
            midibyte status,
            midibyte cc,
            int dats )
```

Parameters

tick_s	Provides the starting tick.
tick_f	Provides the ending (finishing) tick.
status	Provides the desired MIDI event to be selected.
cc	Provides the desired MIDI control value to be selected.
dats	Provides the center of a small data value range of plus or minus 2.

Returns

Returns the number of events selected.

13.67.5.127 select_linked()

```
int seq64::sequence::select_linked (
            long tick_s,
            long tick_f,
            midibyte status )
```

Parameters

tick_s	Provides the starting tick.
tick_f	Provides the ending (finishing) tick.
status	Provides the desired MIDI event to be selected.

Returns

Returns the number of notes selected.

13.67.5.128 select_even_or_odd_notes()

```
int seq64::sequence::select_even_or_odd_notes (
            int note_len,
            bool even )
```

Enabled only if USE_STAZED_ODD_EVEN_SELECTION is defined.

Parameters

note_len	The desired note lengths for the selection.
even	True if we want the even notes.

Returns

Returns the number of notes selected.

13.67.5.129 select_all_notes()

```
void seq64::sequence::select_all_notes (
            bool inverse = false )  [inline]
```

What about Aftertouch events? I think we need to select them as well in seqedit, so let's add that selection here as well.

Parameters

inverse	If set to true (the default is false), then this causes the selection to be inverted.

13.67.5.130 get_num_selected_notes()

```
int seq64::sequence::get_num_selected_notes ( ) const
```

Threadsafe

Returns

Returns m_events.count_selected_notes().

13.67.5.131 get_num_selected_events()

```
int seq64::sequence::get_num_selected_events (
            midibyte status,
            midibyte cc ) const
```

If the event is a control change (CC), then it must also match the given CC value.

Threadsafe

Parameters

status	The desired kind of event to count.
cc	The desired control-change to count, if the event is a control-change.

Returns

Returns m_events.count_selected_events().

13.67.5.132 select_all()

```
void seq64::sequence::select_all ( )
```

Threadsafe

13.67.5.133 copy_selected()

```
void seq64::sequence::copy_selected ( )
```

This function also has the danger, discovered by user 0rel, of events being modified after being added to the clipboard. So we add his reconstruction fix here as well. To summarize the steps:

```
-#  Clear the m_events_clipboard.  NO!  If we have no events to
    copy to the clipboard, we do not want to clear it.  This kills
    cut-and-paste functionality.
-#  Add all selected events in this clipboard to the sequence.
-#  Normalize the timestamps of the events in the clip relative to the
    timestamp of the first selected event.  (Is this really needed?)
-#  Reconstruct/reconstitute the m_events_clipboard.
```

This process is a bit easier to manage than erase/insert on events because std::multimap has no erase() function that returns the next valid iterator. Also, we use a local clipboard first, to save on copying. We've enhanced the error-checking, too.

Finally, note that m_events_clipboard is a static member of sequence, so:

```
-#  Copying can be done between sequences.
-#  Access to it needs to be protected by a mutex.
```

Threadsafe

13.67.5.134 cut_selected()

```
void seq64::sequence::cut_selected (
            bool copyevents = true )
```

Pushes onto the undo stack, may copy the events, marks the selected events, and removes them. Now also sets the dirty flag so that the caller doesn't have to. Also raises the modify flag on the parent perform object.

Threadsafe

Parameters

copyevents	If true, copy the selected events before marking and removing them.

13.67.5.135 paste_selected()

```
void seq64::sequence::paste_selected (
            midipulse tick,
            int note )
```

Also, we've moved external calls to push_undo() into this function. The caller shouldn't have to do that.

The event_keys used to access/sort the multimap event_list is not updated after changing timestamp/rank of the stored events. Regenerating all key/value pairs before merging them solves this issue, so that the order of events in the sequence will be preserved. This action is not needed for moving or growing events. Nor is it needed if the old std::list implementation of the event container is compiled in. However, it is needed in any operation that modifies the timestamp of an event inside the container:

```
-   copy_selected()
-   paste_selected()
-   quantize_events() TODO TODO TODO!
```

The alternative to reconstructing the map is to erase-and-insert the events modified in the code above, rather than just tweaking their values, which have an effect on sorting for the event-map implementation. However, multimap does not provide an erase() function that returns the next valid iterator, which would complicate this method of operation. So we're inclined to stick with this solution.

There was an issue with copy/pasting a whole sequence. The pasted events did not go to their destination, but overlayed the original events. This bugs also occurred in Seq24 0.9.2. It occurs with the allofarow.mid file when doing Ctrl-A Ctrl-C Ctrl-V Move-Mouse Left-Click. It turns out the original code was checking only the first event to see if it was a Note event. For sequences that started with a Control Change or Program Change (or other non-Note events), the highest note was never modified, and none of the note events were adjusted.

Finally, we only want to transpose note events (i.e. alter m_data[0]), and not other kinds of events. We still need to figure out what to do with aftertouch, though. Currently likely to be covered by the processing of the note that it accompanies.

Threadsafe

Parameters

tick	The time destination for the paste. This represents the "x" coordinate of the upper left corner of the paste-box. It will be converted to an offset, for example pasting every event 48 ticks forward from the original copy.
note	The note/pitch destination for the paste. This represents the "y" coordinate of the upper left corner of the paste-box. It will be converted to an offset, for example pasting every event 7 notes higher than the original copy.

13.67.5.136 get_selected_box()

```
void seq64::sequence::get_selected_box (
            midipulse & tick_s,
            int & note_h,
            midipulse & tick_f,
            int & note_l )
```

Note the common-code betweem this function and get_clipboard_box(). Also note we could return a boolean indicating if the return values were filled in.

Threadsafe

Parameters

out	*tick_s*	Side-effect return reference for the start time.
out	*note_h*	Side-effect return reference for the high note.
out	*tick_f*	Side-effect return reference for the finish time.
out	*note_l*	Side-effect return reference for the low note.

13.67.5.137 get_clipboard_box()

```
void seq64::sequence::get_clipboard_box (
            midipulse & tick_s,
            int & note_h,
            midipulse & tick_f,
            int & note_l )
```

Note the common-code betweem this function and get_selected_box(). Also note we could return a boolean indicating if the return values were filled in.

Threadsafe

Parameters

out	*tick_s*	Side-effect return reference for the start time.
out	*note_h*	Side-effect return reference for the high note.
out	*tick_f*	Side-effect return reference for the finish time.
out	*note_l*	Side-effect return reference for the low note.

13.67.5.138 adjust_timestamp()

```
midipulse seq64::sequence::adjust_timestamp (
            midipulse t,
            bool isnoteoff )
```

- If the timestamp plus the delta is greater that m_length, we do round robin magic.
- If the timestamp is greater than m_length, then it is wrapped around to the beginning.
- If the timestamp equals m_length, then it is set to 0, and later, trimmed.
- If the timestamp is less than 0, then it is set to the end.

Taken from similar code in move_selected_notes() and grow_selected(). Be careful using this function.

Parameters

t	Provides the timestamp to be adjusted based on m_length.
isnoteoff	Used for "expanding" the timestamp from 0 to just less than m_length, if necessary. Should be set to true only for Note Off events; it defaults to false, which means to wrap the events around the end of the sequence if necessary, and is used only in movement, not in growth.

Returns

Returns the adjusted timestamp.

13.67.5.139 trim_timestamp()

```
midipulse seq64::sequence::trim_timestamp (
            midipulse t )
```

Similar to adjust_timestamp, but it doesn't have an *isnoteoff* parameter.

Parameters

t	Provides the timestamp to be adjusted based on m_length.

Returns

Returns the adjusted timestamp.

13.67.5.140 clip_timestamp()

```
midipulse seq64::sequence::clip_timestamp (
            midipulse ontime,
            midipulse offtime )
```

If the new (off) timestamp is less than the on-time, it is clipped to the snap value. If it is greater than the length of the sequence, then it is clipped to the sequence length. No wrap-around.

Parameters

ontime	Provides the original time, which limits the amount of negative adjustment that can be done.
offtime	Provides the timestamp to be adjusted and clipped.

Returns

Returns the adjusted timestamp.

13.67.5.141 move_selected_notes()

```
void seq64::sequence::move_selected_notes (
            midipulse delta_tick,
            int delta_note )
```

Also currently moves any other events in the range of the selection.

Also, we've moved external calls to push_undo() into this function. The caller shouldn't have to do that.

Another thing this function does is wrap-around when movement occurs. Any events (except Note Off) that will start just after the END of the pattern will be wrapped around to the beginning of the pattern.

Fixed:

Select all notes in a short pattern that starts at time 0 and has non-note events starting at time 0 (see contrib/midi/allofarow.mid); move them with the right arrow, and move them back with the left arrow; then view in the event editor, and see that the non-Note events have not moved back, and in fact move way too far to the right, actually to near the END marker. We've fixed that in the new adjust_timestamp() function.

This function checks for any marked events in seq24, but now we make sure the event is a Note On or Note Off event before dealing with it. We now handle properly events like Program Change, Control Change, and Pitch Wheel. Remember that Aftertouch is treated like a note, as it has velocity. For non-Notes, event::get_note() returns m_data[0], and we don't want to adjust that.

Note

We leave a small gap where mark_selected() locks and unlocks, then we lock again. This should only be an issue if moving notes while the sequence is playing.

Parameters

delta_tick	Provides the amount of time to move the selected notes. Note that it also applies to events. Note-Off events are expanded to m_length if their timestamp would be 0. All other events will wrap around to 0.
delta_note	Provides the amount of pitch to move the selected notes. This value is applied only to Note (On and Off) events. Also, if this value would bring a note outside the range of 0 to 127, that note is not changed and the event is not moved.

13.67.5.142 stream_event()

```
bool seq64::sequence::stream_event (
              event & ev )
```

The event's timestamp is adjusted, if needed. If recording:

```
-   If the pattern is playing, the event is added.
-   If the pattern is playing and quantized record is in force, the
    note's timestamp is altered.
-   If not playing, but the event is a Note On or Note Off, we add it
    and keep track of it.
```

If MIDI Thru is enabled, the event is put on the buss.

We are adding a feature where events are rejected if their channel doesn't match that of the sequence. This has been a complaint of some people. Could modify the add_event() and add_note() functions, but better to do it here for comprehensive event support. Also have to make sure the event-channel is preserved before this function is called, and also need to make sure that the channel is appended on both playback and in saving of the MIDI file.

We are also adding the usage, at last, of the m_rec_vol member.

Todo When we feel like debugging, we will replace the global is-playing call with the parent perform's is-running call.

Threadsafe

Parameters

ev	Provides the event to stream.

Returns

Returns true if the event's channel matched that of this sequence, and the channel-matching feature was set to true. Also returns true if we're not using channel-matching. A return value of true means the event should be saved.

13.67.5.143 change_event_data_range()

```
bool seq64::sequence::change_event_data_range (
            midipulse tick_s,
            midipulse tick_f,
            midibyte status,
            midibyte cc,
            int data_s,
            int data_f )
```

Changes only selected events, if any.

Threadsafe

Let t == the current tick value; ts == tick start value; tf == tick finish value; ds = data start value; df == data finish value; d = the new data value. Then

```
             df (t - ts) + ds (tf - t)
        d = --------------------------
                    tf  -   ts
```

```
If this were an interpolation formula it would be:
```

```
                           t -  ts
        d = ds + (df - ds) ---------
                           tf - ts
```

```
Something is not quite right; to be investigated.
```

Parameters

tick_s	Provides the starting tick value.
tick_f	Provides the ending tick value.
status	Provides the event status that is to be changed.
cc	Provides the event control value.
data_s	Provides the starting data value.
data_f	Provides the finishing data value.

Returns

Returns true if the data was changed.

13.67.5.144 change_event_data_lfo()

```
void seq64::sequence::change_event_data_lfo (
            double value,
            double range,
            double speed,
            double phase,
            wave_type_t wave,
            midibyte status,
            midibyte cc )
```

Parameters

value	Provides the base value for the event data value. Ranges from 0 to 127 in increments of 0.1. This amount is added to the result of the wave_func() calculation.
range	Provides the range for the event data value. Ranges from 0 to 127 in increments of 0.1.
speed	Provides the inverse periodicity (?) for the modifications. Ranges from 0 to 16 in increments of 0.01. Not sure what units this value is in.
phase	The phase of the event modification. Ranges from 0 to 1 (what units?) in increments of 0.01.
wave	The wave type to apply. Ranges from 1 to 5.
status	The status value for the events to modify.
cc	Provides the control-change value for Control Change events that are to be modified.

13.67.5.145 increment_selected()

```
void seq64::sequence::increment_selected (
            midibyte astat,
            midibyte  )
```

The supported statuses are:

- EVENT_NOTE_ON
- EVENT_NOTE_OFF
- EVENT_AFTERTOUCH
- EVENT_CONTROL_CHANGE
- EVENT_PITCH_WHEEL
- EVENT_PROGRAM_CHANGE
- EVENT_CHANNEL_PRESSURE

Threadsafe

Parameters

astat	The desired event.

Parameter "acontrol", the desired control-change, is unused. This might be a bug, or at least a missing feature.

13.67.5.146 decrement_selected()

```
void seq64::sequence::decrement_selected (
            midibyte astat,
            midibyte  )
```

The supported statuses are:

- One-byte messages
  - EVENT_PROGRAM_CHANGE
  - EVENT_CHANNEL_PRESSURE
- Two-byte messages
  - EVENT_NOTE_ON
  - EVENT_NOTE_OFF
  - EVENT_AFTERTOUCH
  - EVENT_CONTROL_CHANGE
  - EVENT_PITCH_WHEEL

Threadsafe

Parameters

astat	The desired event.

Parameter "acontrol", the desired control-change, is unused. This might be a bug, or at least a missing feature.

13.67.5.147 grow_selected()

```
void seq64::sequence::grow_selected (
            midipulse delta )
```

And, though it doesn't move Note Off events, it does reconstruct them.

This function is called when doing a ctrl-left mouse move on the selected notes or when using ctrl-left-arrow or ctrl-right-arrow to shrink or stretch the selected notes. Using the mouse allows pretty much any amount of growth or shrinkage, but use the arrow keys limits the changes to the current snap value.

This function grows/shrinks only Note On events that are marked and linked. If an event is not linked, this function now ignores the event's timestamp, rather than risk a segfault on a null pointer. Compare this function to the stretch_selected() and move_selected_notes() functions.

This function would strip out non-Notes, but now it at least preserves them and moves them, to try to preserve their relative position re the notes.

In any case, we want to mark the original off-event for deletion, otherwise we get duplicate off events, for example in the "Begin/End" pattern in the test.midi file.

This function now tries to prevent pathological growth, such as trying to shrink the notes to zero length or less, or stretch them beyond the length of the sequence. Otherwise we get weird and unexpected results. Also, we've moved external calls to push_undo() into this function. The caller shouldn't have to do that.

A comment on terminology: The user "selects" notes, while the sequencer "marks" notes. The first thing this function does is mark all the selected notes.

Threadsafe

Parameters

delta	An offset for each linked event's timestamp.

13.67.5.148 stretch_selected()

```
void seq64::sequence::stretch_selected (
            midipulse delta_tick )
```

This should move a note off event, according to old comments, but it doesn't seem to do that. See the grow_selected() function. Rather, it moves any event in the selection.

Also, we've moved external calls to push_undo() into this function. The caller shouldn't have to do that.

Threadsafe

Parameters

delta_tick	Provides the amount of time to stretch the selected notes.

13.67.5.149 remove_marked()

```
bool seq64::sequence::remove_marked ( )
```

Note how this function forwards the call to m_event.remove_marked().

Threadsafe

Returns

Returns true if at least one event was removed.

13.67.5.150 mark_selected()

```
bool seq64::sequence::mark_selected ( )
```

Threadsafe

Returns

Returns true if there were any events that got marked.

13.67.5.151 remove_selected()

```
void seq64::sequence::remove_selected ( )
```

This is a new convenience function to fold in the push_undo() and mark_selected() calls. It makes the process slightly faster, as well.

Threadsafe Also makes the whole process threadsafe.

13.67.5.152 unpaint_all()

```
void seq64::sequence::unpaint_all ( )
```

Threadsafe

13.67.5.153 unselect()

```
void seq64::sequence::unselect ( )
```

Threadsafe

13.67.5.154 verify_and_link()

```
void seq64::sequence::verify_and_link ( )
```

Threadsafe

13.67.5.155 link_new()

```
void seq64::sequence::link_new ( )
```

Threadsafe

13.67.5.156 zero_markers()

```
void seq64::sequence::zero_markers ( )  [inline]
```

This function is used when the sequencer stops. This function currently sets m_last_tick = 0, but we would like to avoid that if doing a pause, rather than a stop, of playback. However, commenting out this setting doesn't have any effect that we can see with a quick look at the user-interface.

13.67.5.157 play_note_on()

```
void seq64::sequence::play_note_on (
            int note )
```

It flushes a note to the midibus to preview its sound, used by the virtual piano.

Threadsafe

Parameters

note	The note to play. It is not checked for range validity, for the sake of speed.

13.67.5.158 play_note_off()

```
void seq64::sequence::play_note_off (
            int note )
```

Threadsafe

Parameters

note	The note to turn off. It is not checked for range validity, for the sake of speed.

13.67.5.159 off_playing_notes()

```
void seq64::sequence::off_playing_notes ( )
```

This function does not bother checking if m_masterbus is a null pointer.

Threadsafe

13.67.5.160 pause()

```
void seq64::sequence::pause ( )
```

The reset() function is currently not called when pausing, but we still need the note-shutoff capability to prevent notes from lingering. Note that we do not call set_playing(false)... it disarms the sequence, which we do not want upon pausing.

13.67.5.161 reset()

```
void seq64::sequence::reset (
            bool song_mode )
```

Note that, in live mode, the user controls playback, while otherwise JACK or the performance/song editor controls playback. (We're still a bit confounded about these modes, alas.)

Parameters

song_mode	True if song mode is on. This can mean that JACK transport is not in control of playback.

13.67.5.162 reset_draw_marker()

```
void seq64::sequence::reset_draw_marker ( )
```

It resets the draw marker so that calls to get_next_note_event() will start from the first event.

Threadsafe

13.67.5.163 reset_draw_trigger_marker()

```
void seq64::sequence::reset_draw_trigger_marker ( )
```

Threadsafe

13.67.5.164 get_next_note_event()

```
draw_type_t seq64::sequence::get_next_note_event (
            midipulse * tick_s,
            midipulse * tick_f,
            int * note,
            bool * selected,
            int * velocity )
```

When it has no more events, returns a false.

Note that, before the first call to draw a sequence, the reset_draw_marker() function must be called, to reset m_↩ iterator_draw.

Parameters

out	*tick_s*	Provides a pointer destination for the start time.
out	*tick_f*	Provides a pointer destination for the finish time.
out	*note*	Provides a pointer destination for the note pitch value Probably should be a midibyte value.
out	*selected*	Provides a pointer destination for the selection status of the note.
out	*velocity*	Provides a pointer destination for the note velocity. Probably should be a midibyte value.

13.67.5.165 get_minmax_note_events()

```
bool seq64::sequence::get_minmax_note_events (
            int & lowest,
            int & highest )
```

Todo For efficency, we should calculate this only when the event set changes, and save the results and return them if good.

Threadsafe

Parameters

lowest	A reference parameter to return the note with the lowest value. if there are no notes, then it is set to SEQ64_MIDI_COUNT_MAX-1.
highest	A reference parameter to return the note with the highest value. if there are no notes, then it is set to -1.

Returns

If there are no notes in the list, then false is returned, and the results should be disregarded.

13.67.5.166 get_next_event() [1/2]

```
bool seq64::sequence::get_next_event (
            midibyte status,
            midibyte cc,
            midipulse * tick,
            midibyte * d0,
            midibyte * d1,
            bool * selected,
            int evtype = EVENTS_ALL )
```

Then set the rest of the parameters parameters using that event. If the status is the new value EVENT_ANY, then any event will be obtained.

Note the usage of event::is_desired_cc_or_not_cc(status, cc, *d0); Either we have a control change with the right CC or it's a different type of event.

Parameters

status	The type of event to be obtained. The special value EVENT_ANY can be provided so that no event statuses are filtered.
cc	The continuous controller value that might be desired.
tick	A pointer return value for the tick value of the next event found.
d0	A pointer return value for the first data value of the event.
d1	A pointer return value for the second data value of the event.
selected	A pointer return value for the is-selected status of the event.
evtype	A stazed parameter for picking either all event or unselected events.

13.67.5.167 get_next_event() [2/2]

```
bool seq64::sequence::get_next_event (
            midibyte * status,
            midibyte * cc )
```

Then set the status and control character parameters using that event.

Parameters

status	Provides a pointer to the MIDI status byte to be set, as a way to retrieve the event.
cc	The return pointer for the control value.

13.67.5.168 get_next_trigger()

```
bool seq64::sequence::get_next_trigger (
            midipulse * tick_on,
            midipulse * tick_off,
            bool * selected,
            midipulse * tick_offset )
```

13.67.5.169 quantize_events()

```
void seq64::sequence::quantize_events (
            midibyte status,
            midibyte cc,
            midipulse snap_tick,
            int divide,
            bool linked = false )
```

One confusing things is why the original versions of the events don't seem to be deleted.

Parameters

status	Indicates the type of event to be quantized.
cc	The desired control-change to count, if the event is a control-change.
snap_tick	Provides the maximum amount to move the events. Actually, events are moved to the previous or next snap_tick value depend on whether they are halfway to the next one or not.
divide	A rough indicator of the amount of quantization. The only values used in the application seem to be either 1 or 2.
linked	False by default, this parameter indicates if marked events are to be relinked, as far as we can tell.

13.67.5.170 push_quantize()

```
void seq64::sequence::push_quantize (
            midibyte status,
            midibyte cc,
            midipulse snap_tick,
            int divide,
            bool linked = false )
```

13.67.5.171 transpose_notes()

```
void seq64::sequence::transpose_notes (
            int steps,
            int scale )
```

If the scale value is 0, this is "no scale", which is the chromatic scale, where all 12 notes, including sharps and flats, are part of the scale.

Also, we've moved external calls to push_undo() into this function. The caller shouldn't have to do that.

Note

We noticed (ca 2016-06-10) that MIDI aftertouch events need to be transposed, but are not being transposed here. Assuming they are selectable (another question!), the test for note-on and note-off is not sufficient, and so has been replaced by a call to event::is_note_msg().

Parameters

steps	The number of steps to transpose the notes.
scale	The scale to make the notes adhere to while transposing.

13.67.5.172 shift_notes()

```
void seq64::sequence::shift_notes (
            midipulse ticks )
```

13.67.5.173 multiply_pattern()

```
void seq64::sequence::multiply_pattern (
            double multiplier )
```

13.67.5.174 musical_key() [1/2]

```
midibyte seq64::sequence::musical_key ( ) const  [inline]
```

13.67.5.175 musical_key() [2/2]

```
void seq64::sequence::musical_key (
            int key )  [inline]
```

13.67.5.176 musical_scale() [1/2]

```
midibyte seq64::sequence::musical_scale ( ) const  [inline]
```

13.67.5.177 musical_scale() [2/2]

```
void seq64::sequence::musical_scale (
            int scale )  [inline]
```

13.67.5.178 background_sequence() [1/2]

```
int seq64::sequence::background_sequence ( ) const  [inline]
```

13.67.5.179 background_sequence() [2/2]

```
void seq64::sequence::background_sequence (
            int bs )  [inline]
```

Disabling the sequence number (setting it to SEQ64_SEQUENCE_LIMIT) is valid.

13.67.5.180 show_events()

```
void seq64::sequence::show_events ( ) const
```

13.67.5.181 copy_events()

```
void seq64::sequence::copy_events (
            const event_list & newevents )
```

Compare this function to the remove_all() function. Copying the container is a lot of work, but fairly fast, even with an std::multimap as the container.

Threadsafe Note that we had to consolidate the replacement of all the events in the container in order to prevent the "Save to Sequence" button in the eventedit object from causing the application to segfault. It would segfault when the mainwnd timer callback would fire, causing updates to the sequence's slot pixmap, which would then try to access deleted events. Part of the issue was that note links were dropped when copying the events, so now we call verify_and_link() to hopefully reconstitute the links.

Parameters

newevents	Provides the container of MIDI events that will completely replace the current container. Normally this container is supplied by the event editor, via the eventslots class.

13.67.5.182 note_off_margin()

```
midipulse seq64::sequence::note_off_margin ( ) const  [inline]
```

13.67.5.183 event_in_range()

```
bool seq64::sequence::event_in_range (
            const event & e,
            midibyte status,
            midipulse tick_s,
            midipulse tick_f ) const  [inline], [private]
```

Makes if-clauses easier to read.

Parameters

e	Provides the event to be checked.
status	Provides the event type that must be matched.
tick_s	The lower end of the range of timestamps that the event must fall within.
tick_f	The upper end of the range of timestamps that the event must fall within.

Returns

Returns true if the event matchs all of the restrictions noted.

13.67.5.184 set_parent()

```
void seq64::sequence::set_parent (
            perform * p )  [private]
```

Remember that m_parent is not at all owned by the sequence. We just don't want to do all the work necessary to make it a reference, at this time.

Parameters

p	A pointer to the parent, assigned only if not already assigned.

13.67.5.185 put_event_on_bus()

```
void seq64::sequence::put_event_on_bus (
```

```
            event & ev )  [private]
```

This function does not bother checking if m_masterbus is a null pointer.

Parameters

ev	The event to put on the buss.

Threadsafe

13.67.5.186 set_trigger_offset()

```
void seq64::sequence::set_trigger_offset (
            midipulse trigger_offset )  [private]
```

If m_length is 0, then m_trigger_offset is simply set to the parameter.

Threadsafe

Parameters

trigger_offset	The full trigger offset to set.

13.67.5.187 adjust_trigger_offsets_to_length()

```
void seq64::sequence::adjust_trigger_offsets_to_length (
            midipulse newlength )  [private]
```

Threadsafe

Might can get rid of this function?

Parameters

newlength	The new length of the adjusted trigger.

13.67.5.188 adjust_offset()

```
midipulse seq64::sequence::adjust_offset (
            midipulse offset )  [private]
```

13.67.5.189 remove() [1/2]

```
void seq64::sequence::remove (
            event_list::iterator i )  [private]
```

We no longer bother checking the pointer. If it is bad, all hope is lost. If the event is a note off, and that note is currently playing, then send a note off.

Not threadsafe

Parameters

i	Provides the iterator to the event to remove from the event list.

13.67.5.190 remove() [2/2]

```
void seq64::sequence::remove (
            event & e )  [private]
```

Finds the given event in m_events, and removes the first iterator matching that. If there are events that would match after that, they remain in the container. This matches seq24 behavior.

Not threadsafe

Parameters

e	Provides a reference to the event to be removed.

13.67.5.191 remove_all()

```
void seq64::sequence::remove_all ( )  [private]
```

Unsets the modified flag. (Why?) Also see the new copy_events() function.

13.67.5.192 channel_match()

```
bool seq64::sequence::channel_match (
            const event & e ) const  [inline], [private]
```

Parameters

e	The event whose channel nybble is to be checked.

Returns

Returns true if the channel-matching feature is enable and the channels match, or true if the channel-matching feature is turned off.

13.67.6 Friends And Related Function Documentation

13.67.6.1 perform

```
friend class perform  [friend]
```

13.67.6.2 triggers

```
friend class triggers  [friend]
```

13.67.7 Field Documentation

13.67.7.1 m_events_clipboard

```
event_list seq64::sequence::m_events_clipboard  [static], [private]
```

Being static allows for copy/paste between patterns.

13.67.7.2 m_parent

```
perform* seq64::sequence::m_parent  [private]
```

We can use the rc_settings flag(s), but JACK could be disconnected. We could use a reference here, but, to avoid modifying the midifile class as well, we use a pointer. It is set in perform::add_sequence(). This member would also be using for passing modification status to the parent, so that the GUI code doesn't have to do it.

13.67.7.3 m_events

```
event_list seq64::sequence::m_events  [private]
```

It used to be called m_list_events, but a map implementation is now available, and is the default.

13.67.7.4 m_triggers

```
triggers seq64::sequence::m_triggers  [private]
```

13.67.7.5 m_events_undo_hold

```
event_list seq64::sequence::m_events_undo_hold  [private]
```

Changed, of course, from std::list<event> to the sequence::Events typedef.

```
Events m_events_undo_hold;
```

13.67.7.6 m_have_undo

```
bool seq64::sequence::m_have_undo  [private]
```

13.67.7.7 m_have_redo

```
bool seq64::sequence::m_have_redo  [private]
```

Previously, unlike the perfedit, the seqedit did not provide a redo facility.

13.67.7.8 m_events_undo

```
EventStack seq64::sequence::m_events_undo  [private]
```

13.67.7.9 m_events_redo

```
EventStack seq64::sequence::m_events_redo  [private]
```

13.67.7.10 m_iterator_draw

```
event_list::iterator seq64::sequence::m_iterator_draw  [private]
```

13.67.7.11 m_channel_match

```
bool seq64::sequence::m_channel_match  [private]
```

If true (not yet the default), then the seqedit window will record only MIDI events that match its channel. The old behavior is preserved if this variable is set to false.

13.67.7.12 m_midi_channel

```
midibyte seq64::sequence::m_midi_channel  [private]
```

However, if this value is EVENT_NULL_CHANNEL (0xFF), then this sequence is an SMF 0 track, and has no single channel.

13.67.7.13 m_bus

```
midibyte seq64::sequence::m_bus  [private]
```

13.67.7.14 m_song_mute

```
bool seq64::sequence::m_song_mute  [private]
```

13.67.7.15 m_transposable

```
bool seq64::sequence::m_transposable  [private]
```

A potential feature from stazed's seq32 project. Now it is an actual, configurable feature.

13.67.7.16 m_notes_on

```
int seq64::sequence::m_notes_on  [private]
```

13.67.7.17 m_masterbus

```
mastermidibus* seq64::sequence::m_masterbus  [private]
```

13.67.7.18 m_playing_notes

```
int seq64::sequence::m_playing_notes[SEQ64_MIDI_NOTES_MAX]  [private]
```

It is used when muting, to shut off the notes that are playing.

13.67.7.19 m_was_playing

```
bool seq64::sequence::m_was_playing  [private]
```

13.67.7.20 m_playing

```
bool seq64::sequence::m_playing  [private]
```

13.67.7.21 m_recording

```
bool seq64::sequence::m_recording  [private]
```

13.67.7.22 m_quantized_rec

```
bool seq64::sequence::m_quantized_rec  [private]
```

13.67.7.23 m_thru

```
bool seq64::sequence::m_thru  [private]
```

13.67.7.24 m_queued

```
bool seq64::sequence::m_queued  [private]
```

13.67.7.25 m_dirty_main

```
bool seq64::sequence::m_dirty_main  [private]
```

Provides the main dirtiness flag.

13.67.7.26 m_dirty_edit

```
bool seq64::sequence::m_dirty_edit  [private]
```

13.67.7.27 m_dirty_perf

```
bool seq64::sequence::m_dirty_perf  [private]
```

13.67.7.28 m_dirty_names

```
bool seq64::sequence::m_dirty_names  [private]
```

13.67.7.29 m_editing

```
bool seq64::sequence::m_editing  [private]
```

13.67.7.30 m_raise

```
bool seq64::sequence::m_raise  [private]
```

It allows a sequence editor window to pop up if not already raised, in seqedit::timeout().

13.67.7.31 m_name

```
std::string seq64::sequence::m_name  [private]
```

13.67.7.32 m_last_tick

```
midipulse seq64::sequence::m_last_tick  [private]
```

Provides the last tick played.

13.67.7.33 m_queued_tick

```
midipulse seq64::sequence::m_queued_tick  [private]
```

13.67.7.34 m_trigger_offset

```
midipulse seq64::sequence::m_trigger_offset  [private]
```

13.67.7.35 m_maxbeats

```
const int seq64::sequence::m_maxbeats  [private]
```

Hardwired to c_maxbeats at present.

13.67.7.36 m_ppqn

```
int seq64::sequence::m_ppqn  [private]
```

13.67.7.37 m_seq_number

```
int seq64::sequence::m_seq_number  [private]
```

This number is set in the perform::install_sequence() function.

13.67.7.38 m_length

```
midipulse seq64::sequence::m_length  [private]
```

This value should be a power of two when used as a bar unit.

13.67.7.39 m_snap_tick

```
midipulse seq64::sequence::m_snap_tick  [private]
```

It starts out as the value m_ppqn / 4.

13.67.7.40 m_time_beats_per_measure

```
int seq64::sequence::m_time_beats_per_measure  [private]
```

Defaults to 4. Used by the sequence editor to mark things in correct time on the user-interface.

13.67.7.41 m_time_beat_width

```
int seq64::sequence::m_time_beat_width  [private]
```

Defaults to 4, which means the beat is a quarter note. A value of 8 would mean it is an eighth note. Used by the sequence editor to mark things in correct time on the user-interface.

13.67.7.42 m_clocks_per_metronome

```
int seq64::sequence::m_clocks_per_metronome  [private]
```

This value provides the number of MIDI clocks between metronome clicks. The default value of this item is 24. It can also be read from some SMF 1 files, such as our hymne.mid example.

13.67.7.43 m_32nds_per_quarter

```
int seq64::sequence::m_32nds_per_quarter  [private]
```

This value provides the number of notated 32nd notes in a MIDI quarter note (24 MIDI clocks). The usual (and default) value of this parameter is 8; some sequencers allow this to be changed.

13.67.7.44 m_us_per_quarter_note

```
long seq64::sequence::m_us_per_quarter_note  [private]
```

This value can be extracted from the beats-per-minute value (mastermidibus::m_beats_per_minute), but here we set it to 0 by default, indicating that we don't want to write it. Otherwise, it can be read from a MIDI file, and saved here to be restored later.

13.67.7.45 m_rec_vol

```
int seq64::sequence::m_rec_vol  [private]
```

13.67.7.46 m_note_on_velocity

```
int seq64::sequence::m_note_on_velocity  [private]
```

Currently set to SEQ64_DEFAULT_NOTE_ON_VELOCITY. If the recording velocity (m_rec_vol) is non-zero, this value will be set to the desired recording velocity. A "stazed" feature.

13.67.7.47 m_note_off_velocity

```
int seq64::sequence::m_note_off_velocity  [private]
```

Currently set to SEQ64_DEFAULT_NOTE_OFF_VELOCITY, and currently unmodifiable. A "stazed" feature.

13.67.7.48 m_musical_key

```
midibyte seq64::sequence::m_musical_key  [private]
```

If the value is SEQ64_KEY_OF_C, then there is no musical key to be set.

13.67.7.49 m_musical_scale

```
midibyte seq64::sequence::m_musical_scale  [private]
```

If the value is the enumeration value c_scale_off, then there is no musical scale to be set.

13.67.7.50 m_background_sequence

```
int seq64::sequence::m_background_sequence  [private]
```

If the value is greater than max_sequence(), then there is no background sequence to be set.

13.67.7.51 m_mutex

```
mutex seq64::sequence::m_mutex  [mutable], [private]
```

Made mutable for use in certain locked getter functions.

13.67.7.52 m_note_off_margin

```
const midipulse seq64::sequence::m_note_off_margin  [private]
```

Also used when the user attempts to shrink a note to zero (or less than zero) length.

13.68 seq64::trigger Class Reference

This class hold a single trigger for a sequence object.

Public Member Functions

- trigger ()
  Initializes the trigger structure.
- bool operator< (const trigger &rhs)
  This operator compares only the m_tick_start members.
- midipulse length () const
  'Getter' function for member m_tick_end and m_tick_start.
- midipulse tick_start () const
  'Getter' function for member m_tick_start
- void tick_start (midipulse s)
  'Setter' function for member m_tick_start
- void increment_tick_start (midipulse s)
  'Setter' function for member m_tick_start
- void decrement_tick_start (midipulse s)
  'Setter' function for member m_tick_start
- midipulse tick_end () const
  'Getter' function for member m_tick_end
- void tick_end (midipulse e)
  'Setter' function for member m_tick_end
- void increment_tick_end (midipulse s)
  'Setter' function for member m_tick_end
- void decrement_tick_end (midipulse s)
  'Setter' function for member m_tick_end
- midipulse offset () const

'Getter' function for member m_offset

- void offset (midipulse o)

  'Setter' function for member m_offset
- void increment_offset (midipulse s)

  'Setter' function for member m_offset
- void decrement_offset (midipulse s)

  'Setter' function for member m_offset
- bool selected () const

  'Getter' function for member m_selected
- void selected (bool s)

  'Setter' function for member m_selected

Private Attributes

- midipulse m_tick_start

  Provides the starting tick for this trigger.
- midipulse m_tick_end

  Provides the ending tick for this trigger.
- midipulse m_offset

  Provides the offset for this trigger.
- bool m_selected

  Indicates that the trigger is part of a selection.

13.68.1 Detailed Description

This class is used in playback, and is contained in the triggers class.

13.68.2 Constructor & Destructor Documentation

13.68.2.1 trigger()

```
seq64::trigger::trigger ( )  [inline]
```

13.68.3 Member Function Documentation

13.68.3.1 operator<()

```
bool seq64::trigger::operator< (
            const trigger & rhs )  [inline]
```

Parameters

rhs	The "right-hand side" of the less-than operation.

Returns

Returns true if m_tick_start is less than rhs's.

13.68.3.2 length()

```
midipulse seq64::trigger::length ( ) const  [inline]
```

We've seen that some of the calculations of trigger length are wrong, being 1 tick less than the true length of the trigger in pulses. This function calculates trigger length the correct way.

13.68.3.3 tick_start() [1/2]

```
midipulse seq64::trigger::tick_start ( ) const  [inline]
```

13.68.3.4 tick_start() [2/2]

```
void seq64::trigger::tick_start (
            midipulse s )  [inline]
```

13.68.3.5 increment_tick_start()

```
void seq64::trigger::increment_tick_start (
            midipulse s )  [inline]
```

13.68.3.6 decrement_tick_start()

```
void seq64::trigger::decrement_tick_start (
            midipulse s )  [inline]
```

13.68.3.7 tick_end() [1/2]

```
midipulse seq64::trigger::tick_end ( ) const  [inline]
```

13.68.3.8 tick_end() [2/2]

```
void seq64::trigger::tick_end (
            midipulse e )  [inline]
```

13.68.3.9 increment_tick_end()

```
void seq64::trigger::increment_tick_end (
            midipulse s )  [inline]
```

13.68.3.10 decrement_tick_end()

```
void seq64::trigger::decrement_tick_end (
            midipulse s )  [inline]
```

13.68.3.11 offset() [1/2]

```
midipulse seq64::trigger::offset ( ) const  [inline]
```

13.68.3.12 offset() [2/2]

```
void seq64::trigger::offset (
            midipulse o )  [inline]
```

13.68.3.13 increment_offset()

```
void seq64::trigger::increment_offset (
            midipulse s )  [inline]
```

13.68.3.14 decrement_offset()

```
void seq64::trigger::decrement_offset (
            midipulse s )  [inline]
```

13.68.3.15 selected() [1/2]

```
bool seq64::trigger::selected ( ) const  [inline]
```

13.68.3.16 selected() [2/2]

```
void seq64::trigger::selected (
            bool s )  [inline]
```

13.68.4 Field Documentation

13.68.4.1 m_tick_start

```
midipulse seq64::trigger::m_tick_start  [private]
```

13.68.4.2 m_tick_end

```
midipulse seq64::trigger::m_tick_end  [private]
```

13.68.4.3 m_offset

```
midipulse seq64::trigger::m_offset  [private]
```

13.68.4.4 m_selected

```
bool seq64::trigger::m_selected  [private]
```

13.69 seq64::triggers Class Reference

The triggers class is a receptable the triggers that can be used with a sequence object.

Public Member Functions

- triggers (sequence &parent)

  Principal constructor.
- ~triggers ()

  A rote destructor.
- triggers & operator= (const triggers &rhs)

  Principal assignment operator.
- void set_ppqn (int ppqn)

  'Setter' function for member m_ppqn We have to set this value after construction for best safety.
- void set_length (int len)

  'Setter' function for member m_length We have to set this value after construction for best safety.
- const List & triggerlist () const

  'Getter' function for member m_triggers This is the const version
- List & triggerlist ()

  'Getter' function for member m_triggers
- void push_undo ()

  Pushes the list-trigger into the trigger undo-list, then flags each item in the undo-list as unselected.
- void pop_undo ()

  If the trigger undo-list has any items, the list-trigger is pushed into the redo list, the top of the undo-list is coped into the list-trigger, and then pops from the undo-list.
- void pop_redo ()

  If the trigger redo-list has any items, the list-trigger is pushed into the undo list, the top of the redo-list is coped into the list-trigger, and then pops from the redo-list.
- void print (const std::string &seqname) const

  Prints a list of the currently-held triggers.
- bool play (midipulse &starttick, midipulse &endtick)

  If playback-mode (song mode) is in force, that is, if using in-triggers and on/off triggers, this function handles that kind of playback.
- void add (midipulse tick, midipulse len, midipulse offset=0, bool adjustoffset=true)

  Adds a trigger.
- void adjust_offsets_to_length (midipulse newlen)

  Adjusts trigger offsets to the length specified for all triggers, and undo triggers.
- void split (midipulse tick)

  Splits the first trigger that brackets the splittick parameter.
- void grow (midipulse tickfrom, midipulse tickto, midipulse length)

Grows a trigger.

- void remove (midipulse tick)

  Deletes the first trigger that brackets the given tick from the trigger-list.
- bool get_state (midipulse tick)

  Checks the list of triggers against the given tick.
- bool select (midipulse tick)

  Checks the list of triggers against the given tick.
- bool unselect ()

  Unselects all triggers.
- bool intersect (midipulse position, midipulse &start, midipulse &end)

  This function examines each trigger in the trigger list.
- void remove_selected ()

  Deletes the first selected trigger that is found.
- void copy_selected ()

  Copies the first selected trigger that is found.
- void paste (midipulse paste_tick=SEQ64_NO_PASTE_TRIGGER)

  If there is a copied trigger, then this function grabs it from the trigger clipboard and adds it.
- bool move_selected (midipulse tick, bool adjustoffset, grow_edit_t which=GROW_MOVE)

  Moves selected triggers as per the given parameters.
- midipulse get_selected_start ()

  Gets the selected trigger's start tick.
- midipulse get_selected_end ()

  Gets the selected trigger's end tick.
- midipulse get_maximum ()

  Get the ending value of the last trigger in the trigger-list.
- void move (midipulse starttick, midipulse distance, bool direction)

  Moves triggers in the trigger-list.
- void copy (midipulse starttick, midipulse distance)

  Not sure what these diagrams are for yet.
- void clear ()

  Clears the whole list of triggers.
- bool next (midipulse *tick_on, midipulse *tick_off, bool *selected, midipulse *tick_offset)

  Get the next trigger in the trigger list, and set the parameters based on that trigger.
- trigger next_trigger ()

  Get the next trigger in the trigger list.
- void reset_draw_trigger_marker ()

  Sets the draw-trigger iterator to the beginning of the trigger list.
- void set_trigger_paste_tick (midipulse tick)
- midipulse get_trigger_paste_tick () const

Private Types

- enum grow_edit_t {
  GROW_START,
  GROW_END,
  GROW_MOVE }

  Provides a typedef introduced by Stazed to make the trigger grow/move code easier to understand.
- typedef std::list< trigger > List

  Exposes the triggers type, currently needed for midi_container only.
- typedef std::stack< List > Stack

  Provides a stack for use with the undo/redo features of the trigger support.

Private Member Functions

- midipulse adjust_offset (midipulse offset)

  Adjusts the given offset by mod'ing it with m_length and adding m_length if needed, and returning the result.
- void split (trigger &trig, midipulse splittick)

  Splits the trigger given by the parameter into two triggers.

Private Attributes

- sequence & m_parent

  Holds a reference to the parent sequence object that owns this trigger object.
- List m_triggers

  This list holds the current pattern/triggers events.
- trigger m_clipboard

  This item holds a single copied trigger, to be pasted later.
- Stack m_undo_stack

  Handles the undo list for a series of operations on triggers.
- Stack m_redo_stack

  Handles the redo list for a series of operations on triggers.
- List::iterator m_iterator_play_trigger

  An iterator for cycling through the triggers during playback.
- List::iterator m_iterator_draw_trigger

  An iterator for cycling through the triggers during drawing.
- bool m_trigger_copied

  Set to true if there is an active trigger in the trigger clipboard.
- midipulse m_paste_tick

  The tick point for pasting.
- int m_ppqn

  Holds the value of the PPQN from the parent sequence, for easy access.
- int m_length

  Holds the value of the length from the parent sequence, for easy access.

Friends

- class midi_container
- class midifile
- class sequence
- class Seq24PerfInput
- class FruityPerfInput

13.69.1 Member Typedef Documentation

13.69.1.1 List

```
typedef std::list<trigger> seq64::triggers::List  [private]
```

13.69.1.2 Stack

```
typedef std::stack<List> seq64::triggers::Stack  [private]
```

13.69.2 Member Enumeration Documentation

13.69.2.1 grow_edit_t

```
enum seq64::triggers::grow_edit_t  [private]
```

Enumerator

GROW_START	Grow the start of the trigger.
GROW_END	Grow the end of the trigger.
GROW_MOVE	Move the entire trigger block.

13.69.3 Constructor & Destructor Documentation

13.69.3.1 triggers()

```
seq64::triggers::triggers (
            sequence & parent )
```

Parameters

parent	The triggers object often needs to tell its parent sequence object what to do (such as stop playing).

13.69.3.2 ~triggers()

```
seq64::triggers::~triggers ( )
```

13.69.4 Member Function Documentation

13.69.4.1 operator=()

```
triggers & seq64::triggers::operator= (
            const triggers & rhs )
```

Follows the stock rules for such an operator, but does a little more then just assign member values.

FIXED, BEWARE: Currently, it does not assign them all, so we should create a partial_copy() function to do this work, and use it where it is needed.

Parameters

rhs	Provides the "right-hand side" of the assignment operation.

Returns

Returns a reference to self, for use in concatenated assignment operations.

13.69.4.2 set_ppqn()

```
void seq64::triggers::set_ppqn (
            int ppqn )  [inline]
```

13.69.4.3 set_length()

```
void seq64::triggers::set_length (
            int len )  [inline]
```

Also, there a chance that the length of the parent might change from time to time. Currently, only the sequence constructor and midifile call this function.

13.69.4.4 triggerlist() [1/2]

```
const List& seq64::triggers::triggerlist ( ) const  [inline]
```

13.69.4.5 triggerlist() [2/2]

```
List& seq64::triggers::triggerlist ( )  [inline]
```

13.69.4.6 push_undo()

```
void seq64::triggers::push_undo ( )
```

13.69.4.7 pop_undo()

```
void seq64::triggers::pop_undo ( )
```

13.69.4.8 pop_redo()

```
void seq64::triggers::pop_redo ( )
```

13.69.4.9 print()

```
void seq64::triggers::print (
            const std::string & seqname ) const
```

Parameters

seqname	A tag name to accompany the print-out, for the human to read.

13.69.4.10 play()

```
bool seq64::triggers::play (
            midipulse & start_tick,
            midipulse & end_tick )
```

This is a new function for sequence::play() to call.

The for-loop goes through all the triggers, determining if there is are trigger start/end values before the *end_tick*. If so, then the trigger state is set to true (start only within the tick range) or false (end is within the tick range), and the trigger tick is set to start or end. The first start or end trigger that is past the end tick cause the search to end.

If the trigger state has changed, then the start/end ticks are passed back to the sequence, and the trigger offset is adjusted.

Parameters

start_tick	Provides the starting tick value, and returns the modified value as a side-effect.
end_tick	Provides the ending tick value, and returns the modified value as a side-effect.

Returns

Returns true if we're through playing the frame (trigger turning off), and the caller should stop the playback.

13.69.4.11 add()

```
void seq64::triggers::add (
            midipulse tick,
            midipulse len,
            midipulse offset = 0,
            bool fixoffset = true )
```

What is this?

```
   is    ie
   <      ><        ><        >
   es             ee
   <               >
   XX
   es ee
   <   >
   <>
   es    ee
   <      >
   <    >
   es     ee
   <       >
   <    >
```

Parameters

tick	Provides the tick (pulse) time at which the trigger goes on.
len	Provides the length of the trigger. This value is actually calculated from the "on" value minus the "off" value read from the MIDI file.
offset	This value specifies the offset of the trigger. It is a feature of the c_triggers_new that c_triggers doesn't have. It is the third value in the trigger specification of the Sequencer64 MIDI file.
fixoffset	If true, the offset parameter is modified by adjust_offset() first. We think that basically makes sure it is positive.

13.69.4.12 adjust_offsets_to_length()

```
void seq64::triggers::adjust_offsets_to_length (
            midipulse newlength )
```

Parameters

newlength	Provides the length to which to adjust the offsets.

COMMON CODE?

13.69.4.13 split() [1/2]

```
void seq64::triggers::split (
            midipulse splittick )
```

This is the first trigger where splittick is greater than L and less than R.

Parameters

splittick	Provides the tick that must be bracketed for the split to be made.

13.69.4.14 grow()

```
void seq64::triggers::grow (
            midipulse tickfrom,
            midipulse tickto,
            midipulse len )
```

This function looks for the first trigger where the tickfrom parameter is between the trigger's tick-start and tick-end values. If found then the trigger's start is moved back to tickto, if necessary, or the trigger's end is moved to tickto plus the length parameter, if necessary.

Then this new trigger is added, and the function breaks from the search loop.

Parameters

tickfrom	The desired from-value back which to expand the trigger, if necessary.
tickto	The desired to-value towards which to expand the trigger, if necessary.
len	The additional length to append to tickto for the check.

13.69.4.15 remove()

```
void seq64::triggers::remove (
            midipulse tick )
```

Parameters

tick	Provides the tick to be examined.

13.69.4.16 get_state()

```
bool seq64::triggers::get_state (
            midipulse tick )
```

If any trigger is found to bracket that tick, then true is returned.

Parameters

tick	Provides the tick of interest.

Returns

Returns true if a trigger is found that brackets the given tick.

13.69.4.17 select()

```
bool seq64::triggers::select (
            midipulse tick )
```

If any trigger is found to bracket that tick, then true is returned, and the trigger is marked as selected.

Parameters

tick	Provides the tick of interest.

Returns

Returns true if a trigger is found that brackets the given tick.

13.69.4.18 unselect()

```
bool seq64::triggers::unselect ( )
```

Returns

Always returns false.

13.69.4.19 intersect()

```
bool seq64::triggers::intersect (
            midipulse position,
            midipulse & start,
            midipulse & ender )
```

If the given position is between the current trigger's tick-start and tick-end values, the these values are copied to the start and end parameters, respectively, and then we exit.

Parameters

position	The position to examine.
start	The destination for the starting tick (m_tick_start) of the matching trigger.
ender	The destination for the ending tick (m_tick_end) of the matching trigger.

Returns

Returns true if a trigger was found whose start/end ticks contained the position. Otherwise, false is returned, and the start and end return parameters should not be used.

13.69.4.20 remove_selected()

```
void seq64::triggers::remove_selected ( )
```

13.69.4.21 copy_selected()

```
void seq64::triggers::copy_selected ( )
```

13.69.4.22 paste()

```
void seq64::triggers::paste (
            midipulse paste_tick = SEQ64_NO_PASTE_TRIGGER )
```

It pastes at the copy end. or at the paste-tick, if supplied.

Parameters

paste_tick	Provides the optional tick at which to paste the trigger. If not set to SEQ64_NO_PASTE_TRIGGER, this value is used to adjust the paste offset.

13.69.4.23 move_selected()

```
bool seq64::triggers::move_selected (
            midipulse tick,
            bool fixoffset,
            grow_edit_t which = GROW_MOVE )

          mintick][0                1][maxtick
                          2

The \a which parameter has three possible values:

-#  If we are moving the 0, use first as offset.
-#  If we are moving the 1, use the last as the offset.
-#  If we are moving both (2), use first as offset.
```

Parameters

tick	The tick at which the trigger starts.
fixoffset	Set to true if the offset is to be adjusted.
which	Selects which movement will be done, as discussed above. See the values of the trigger::grow_edit_t type.

Returns

Returns true if there was room to move. Otherwise, false is returned. We need this feature to support keystoke movement of a selected trigger in the perfroll window, and keep it from continually incrementing when there can be no more movement. This causes moving the other direction to be delayed while the accumulating movement counter is used up. However, right now we can't rely on this result, and ignore it. There may be no way around this minor issue.

13.69.4.24 get_selected_start()

```
midipulse seq64::triggers::get_selected_start ( )
```

We guess this ends up selecting only one trigger, otherwise only the last selected one would effectively set the result.

Returns

Returns the tick_start() value of the last-selected trigger. If no triggers are selected, then midipulse(-1) is returned.

13.69.4.25 get_selected_end()

```
midipulse seq64::triggers::get_selected_end ( )
```

Returns

Returns the tick_end() value of the last-selected trigger. If no triggers are selected, then midipulse(-1) is returned.

13.69.4.26 get_maximum()

```
midipulse seq64::triggers::get_maximum ( )
```

Returns

Returns the tick-end for the last trigger, if available. Otherwise, 0 is returned.

13.69.4.27 move()

```
void seq64::triggers::move (
            midipulse starttick,
            midipulse distance,
            bool direction )
```

There's no way to optimize this by saving tick values, as they are potentially modified at each step.

Parameters

starttick	The current location of the triggers.
distance	The distance away from the current location to which to move the triggers.
direction	If true, the triggers are moved forward. If false, the triggers are moved backward.

13.69.4.28 copy()

```
void seq64::triggers::copy (
             midipulse starttick,
             midipulse distance )
```

```
... a
[      ][      ]
...
... a
...

5   7    play
3        offset
8   10   play

X...X...X...X...X...X...X...X...X...X...
L       R
[        ] [     ]  []  orig
[                   ]

        <<
        [     ]    [  ][ ]  [] split on the R marker, shift first
        [     ]        [     ]
        delete middle
        [     ][ ]  []         move ticks
        [     ][     ]

        L       R
        [     ][ ] [     ]  [] split on L
        [     ][             ]

        [     ]        [ ] [     ]  [] increase all after L
        [     ]        [             ]

|...|...|...|...|...|...|...

0123456789abcdef0123456789abcdef
[      ][      ][      ][      ][      ][

[  ][      ][  ][][][][][      ]  [  ][  ]
0   4       4   0 7 4 2 0         6   2
0   4       4   0 1 4 6 0         2   6 inverse offset

[              ][              ][              ]
[  ][      ][  ][][][][][      ]  [  ][  ]
0   c       4   0 f c a 8         e   a
0   4       c   0 1 4 6 8         2   6  inverse offset

[                              ][
[  ][      ][  ][][][][][      ]  [  ][  ]
k   g f c a 8
0   4       c   g h k m n       inverse offset

0123456789abcdefghijklmonpq
ponmlkjihgfedcba9876543210
0fedcba9876543210fedcba9876543210fedcba9876543210fedcba9876543210
```

Copies triggers to a point distant from a given tick.

Parameters

starttick	The current location of the triggers.
distance	The distance away from the current location to which to copy the triggers.

13.69.4.29 clear()

```
void seq64::triggers::clear ( )  [inline]
```

13.69.4.30 next()

```
bool seq64::triggers::next (
            midipulse * tick_on,
            midipulse * tick_off,
            bool * selected,
            midipulse * offset )
```

Todo It would be a bit simpler to simply return a trigger object, wouldn't it?

Parameters

tick_on	Return value for the retrieval of the starting tick for the trigger.
tick_off	Return value for the retrieval of the ending tick for the trigger.
selected	Return value for the retrieval of the is-selected flag for the trigger.
offset	Return value for the retrieval of the offset for the trigger.

Returns

Returns true if a trigger was found. If false, the caller cannot rely on the values returned through the return parameters.

Side-effect(s) The value of the m_iterator_draw_trigger member will be altered by this call, unless pointing to the end of the triggerlist, or if there are no triggers.

13.69.4.31 next_trigger()

```
trigger seq64::triggers::next_trigger ( )
```

Returns

Returns the next trigger. If there is none, a default trigger object is returned.

13.69.4.32 reset_draw_trigger_marker()

```
void seq64::triggers::reset_draw_trigger_marker ( )  [inline]
```

13.69.4.33 set_trigger_paste_tick()

```
void seq64::triggers::set_trigger_paste_tick (
            midipulse tick )  [inline]
```

13.69.4.34 get_trigger_paste_tick()

```
midipulse seq64::triggers::get_trigger_paste_tick ( ) const  [inline]
```

13.69.4.35 adjust_offset()

```
midipulse seq64::triggers::adjust_offset (
            midipulse offset )  [private]
```

Parameters

offset	Provides the offset, mod'ed against m_length, used to adjust the offset.

Returns

Returns the new offset. However, if m_length is 0, no change is made, and the original offset is returned.

13.69.4.36 split() [2/2]

```
void seq64::triggers::split (
            trigger & trig,
            midipulse splittick )  [private]
```

The original trigger ends 1 tick before the splittick parameter, and the new trigger starts at splittick and ends where the original trigger ended.

Parameters

trig	Provides the original trigger, and also holds the changes made to that trigger as it is shortened, as a side-effect.
splittick	The position just after where the original trigger will be truncated, and the new trigger begins.

13.69.5 Friends And Related Function Documentation

13.69.5.1 midi_container

```
friend class midi_container  [friend]
```

13.69.5.2 midifile

```
friend class midifile  [friend]
```

13.69.5.3 sequence

```
friend class sequence  [friend]
```

13.69.5.4 Seq24PerfInput

```
friend class Seq24PerfInput  [friend]
```

13.69.5.5 FruityPerfInput

```
friend class FruityPerfInput  [friend]
```

13.69.6 Field Documentation

13.69.6.1 m_parent

```
sequence& seq64::triggers::m_parent  [private]
```

13.69.6.2 m_triggers

```
List seq64::triggers::m_triggers  [private]
```

13.69.6.3 m_clipboard

```
trigger seq64::triggers::m_clipboard  [private]
```

13.69.6.4 m_undo_stack

```
Stack seq64::triggers::m_undo_stack  [private]
```

13.69.6.5 m_redo_stack

```
Stack seq64::triggers::m_redo_stack  [private]
```

13.69.6.6 m_iterator_play_trigger

```
List::iterator seq64::triggers::m_iterator_play_trigger  [private]
```

13.69.6.7 m_iterator_draw_trigger

```
List::iterator seq64::triggers::m_iterator_draw_trigger  [private]
```

13.69.6.8 m_trigger_copied

```
bool seq64::triggers::m_trigger_copied  [private]
```

13.69.6.9 m_paste_tick

```
midipulse seq64::triggers::m_paste_tick  [private]
```

Set to -1 if not in force. This is a new feature from stazed's Seq32 project.

13.69.6.10 m_ppqn

```
int seq64::triggers::m_ppqn  [private]
```

This should not change, but we have to set it after construction, and so we provide a setter for it, set_ppqn(), called by the sequence constructor.

13.69.6.11 m_length

```
int seq64::triggers::m_length  [private]
```

This might change, we're not yet sure.

13.70 seq64::user_instrument Class Reference

Provides data about the MIDI instruments, readable from the "user" configuration file.

Public Member Functions

- user_instrument (const std::string &name="")
  Default constructor.
- user_instrument (const user_instrument &rhs)
  Copy constructor.
- user_instrument & operator= (const user_instrument &rhs)
  Principal assignment operator.
- bool is_valid () const
  'Getter' function for member m_is_valid
- void set_defaults ()
  Sets the default values.
- const std::string & name () const
  'Getter' function for member m_instrument_def.instrument (name of instrument)
- int controller_count () const
  'Getter' function for member m_controller_count This function returns the number of active controllers.
- int controller_max () const
  'Getter' function for member MIDI_CONTROLLER_MAX This function returns the maximum number of controllers, active or inactive.
- const std::string & controller_name (int c) const
  'Getter' function for member m_instrument_def.controllers[c]
- bool controller_active (int c) const
  'Getter' function for member m_instrument_def.controllers_active[c]
- void set_controller (int c, const std::string &cname, bool isactive)
  'Setter' function for member m_instrument_def.controllers[c] and .controllers_active[c] Only sets the controller values if the object is already valid.

Private Member Functions

- void set_name (const std::string &instname)

  'Setter' function for member m_instrument_def.instrument If the name parameter is not empty, the validity flag is set to true, otherwise it is set to false.
- void copy_definitions (const user_instrument &rhs)

  Copies the array members from one instance of user_instrument to this one.

Private Attributes

- bool m_is_valid

  Provides a validity flag, useful in returning a reference to a bogus object for internal error-check.
- int m_controller_count

  Provides the actual number of non-default controllers actually set.
- user_instrument_t m_instrument_def

  The instance of the structure that this class wraps.

13.70.1 Detailed Description

Will later make the size adjustable, if it makes sense to do so.

13.70.2 Constructor & Destructor Documentation

13.70.2.1 user_instrument() [1/2]

```
seq64::user_instrument::user_instrument (
            const std::string & name = "" )
```

Fills in the defaults for the instrument definition, sets its name, and provides some light validation.

Parameters

name	The name of the instrument, valid only if it is not empty.

13.70.2.2 user_instrument() [2/2]

```
seq64::user_instrument::user_instrument (
            const user_instrument & rhs )
```

Parameters

rhs	The sources of the data for the copy.

13.70.3 Member Function Documentation

13.70.3.1 operator=()

```
user_instrument & seq64::user_instrument::operator= (
            const user_instrument & rhs )
```

Parameters

rhs	The sources of the data for the assignment.

Returns

Returns a reference to this object.

13.70.3.2 is_valid()

```
bool seq64::user_instrument::is_valid ( ) const  [inline]
```

13.70.3.3 set_defaults()

```
void seq64::user_instrument::set_defaults ( )
```

Also invalidates the object.

13.70.3.4 name()

```
const std::string& seq64::user_instrument::name ( ) const  [inline]
```

13.70.3.5 controller_count()

```
int seq64::user_instrument::controller_count ( ) const  [inline]
```

13.70.3.6 controller_max()

```
int seq64::user_instrument::controller_max ( ) const  [inline]
```

Remember that the controller numbers for each MIDI instrument range from 0 to 127 (MIDI_CONTROLLER_MAX-1).

13.70.3.7 controller_name()

```
const std::string & seq64::user_instrument::controller_name (
            int c ) const
```

Parameters

c	The index of the desired controller.

Returns

The name of the desired controller has is returned. If the index c is out of range, or the object is not valid, then a reference to an internal, empty string is returned.

13.70.3.8 controller_active()

```
bool seq64::user_instrument::controller_active (
            int c ) const
```

Parameters

c	The index of the desired controller.

Returns

The status of the desired controller has is returned. If the index c is out of range, or the object is not valid, then false is returned.

13.70.3.9 set_controller()

```
void seq64::user_instrument::set_controller (
            int c,
            const std::string & cname,
            bool isactive )
```

Parameters

c	The index of the desired controller.
cname	The name of the controller to be set as the controller name.
isactive	A flag that indicates if the desired controller is active.

13.70.3.10 set_name()

```
void seq64::user_instrument::set_name (
            const std::string & instname )  [private]
```

Too tricky?

Parameters

instname	The name of the instrument, valid only if it is not empty.

13.70.3.11 copy_definitions()

```
void seq64::user_instrument::copy_definitions (
            const user_instrument & rhs )  [private]
```

Does not include the validity flag.

Parameters

rhs	The sources of the data for the partial copy.

13.70.4 Field Documentation

13.70.4.1 m_is_valid

```
bool seq64::user_instrument::m_is_valid  [private]
```

Callers should check this flag via the is_valid() accessor before using this object. This flag is set to true when any valid member assignment occurs via a public setter call. However, setting an empty name for the instrument member will render the object invalid.

13.70.4.2 m_controller_count

```
int seq64::user_instrument::m_controller_count  [private]
```

Often, the "user" configuration file has only a few out of the 128 assigned explicitly.

13.70.4.3 m_instrument_def

```
user_instrument_t seq64::user_instrument::m_instrument_def  [private]
```

13.71 seq64::user_instrument_t Struct Reference

This structure corresponds to `[user-instrument-N]` definitions in the `~/.seq24usr` or `~/.config/sequencer64/seq64usr` file.

Data Fields

- std::string instrument

  Provides the name of the "instrument" being supported.
- std::string controllers [SEQ64_MIDI_CONTROLLER_MAX]

  Provides a list of up to 128 controllers (e.g.
- bool controllers_active [SEQ64_MIDI_CONTROLLER_MAX]

  Provides a flag that indicates if each of up to 128 controller is active and supported.

13.71.1 Field Documentation

13.71.1.1 instrument

```
std::string seq64::user_instrument_t::instrument
```

Do not confuse "instrument" with "program" here. An "instrument" is most likely a hardware MIDI sound-box (though it could be a software synthesizer as well.

13.71.1.2 controllers

```
std::string seq64::user_instrument_t::controllers[SEQ64_MIDI_CONTROLLER_MAX]
```

"Modulation"). If a controller isn't present, or if General MIDI is in force, this name might be empty.

13.71.1.3 controllers_active

```
bool seq64::user_instrument_t::controllers_active[SEQ64_MIDI_CONTROLLER_MAX]
```

If false, it might be an unsupported controller or a General MIDI device.

13.72 seq64::user_midi_bus Class Reference

Provides data about the MIDI busses, readable from the "user" configuration file.

Public Member Functions

- user_midi_bus (const std::string &name="")
  Default constructor.
- user_midi_bus (const user_midi_bus &rhs)
  Copy constructor.
- user_midi_bus & operator= (const user_midi_bus &rhs)
  Principal assignment operator.
- bool is_valid () const
  'Getter' function for member m_is_valid
- void set_defaults ()
  Sets the default values.
- const std::string & name () const
  'Getter' function for member m_midi_bus_def.alias (name of alias)
- int channel_count () const
  'Getter' function for member m_channel_count
- int channel_max () const
  'Getter' function for member SEQ64_MIDI_BUS_CHANNEL_MAX
- int instrument (int channel) const
  'Getter' function for member m_midi_bus_def.instrument[channel]
- void set_instrument (int channel, int instrum)
  'Getter' function for member m_midi_bus_def.instrument[channel]

Private Member Functions

- void set_name (const std::string &name)

  'Setter' function for member m_midi_bus_def.alias (name of alias) Also sets the validity flag according to the emptiness of the name parameter.
- void copy_definitions (const user_midi_bus &rhs)

  Copies the member fields from one instance of user_midi_bus to this one.

Private Attributes

- bool m_is_valid

  Provides a validity flag, useful in returning a reference to a bogus object for internal error-check.
- int m_channel_count

  Provides the actual number of non-default buss channels actually set.
- user_midi_bus_t m_midi_bus_def

  The instance of the structure that this class wraps.

13.72.1 Detailed Description

Will later make the size adjustable, if it makes sense to do so.

13.72.2 Constructor & Destructor Documentation

13.72.2.1 user_midi_bus() [1/2]

```
seq64::user_midi_bus::user_midi_bus (
            const std::string & name = "" )
```

Parameters

name	The name of the buss, valid only if it is not empty.

13.72.2.2 user_midi_bus() [2/2]

```
seq64::user_midi_bus::user_midi_bus (
            const user_midi_bus & rhs )
```

Parameters

rhs	The sources of the data for the copy.

13.72.3 Member Function Documentation

13.72.3.1 operator=()

```
user_midi_bus & seq64::user_midi_bus::operator= (
            const user_midi_bus & rhs )
```

Parameters

rhs	The sources of the data for the assignment.

Returns

Returns a reference to this object.

13.72.3.2 is_valid()

```
bool seq64::user_midi_bus::is_valid ( ) const  [inline]
```

13.72.3.3 set_defaults()

```
void seq64::user_midi_bus::set_defaults ( )
```

Also invalidates the object. All 16 of the channels are set to SEQ64_GM_INSTRUMENT_FLAG (-1).

13.72.3.4 name()

```
const std::string& seq64::user_midi_bus::name ( ) const  [inline]
```

13.72.3.5 channel_count()

```
int seq64::user_midi_bus::channel_count ( ) const  [inline]
```

Returns

This function returns the number of channels. Basically this value is always the same as that returned by channel_max(), but this pair of functions is consistent with the count functions in the user_instrument class.

13.72.3.6 channel_max()

```
int seq64::user_midi_bus::channel_max ( ) const  [inline]
```

Returns

Returns the maximum number of MIDI buss channels. Remember that the instrument channels for each MIDI buss range from 0 to 15 (MIDI_BUS_CHANNEL_MAX-1).

13.72.3.7 instrument()

```
int seq64::user_midi_bus::instrument (
            int channel ) const
```

Parameters

channel	Provides the desired buss channel number.

Returns

The instrument number of the desired buss channel is returned. If the channel number is out of range, or the object is not valid, then SEQ64_GM_INSTRUMENT_FLAG (-1) is returned.

13.72.3.8 set_instrument()

```
void seq64::user_midi_bus::set_instrument (
            int channel,
            int instrum )
```

Does not alter the validity flag, just checks it.

Parameters

channel	Provides the desired buss channel number.
instrum	Provides the instrument number to set that channel to.

13.72.3.9 set_name()

```
void seq64::user_midi_bus::set_name (
            const std::string & name )  [inline], [private]
```

13.72.3.10 copy_definitions()

```
void seq64::user_midi_bus::copy_definitions (
            const user_midi_bus & rhs )  [private]
```

Does not include the validity flag.

13.72.4 Field Documentation

13.72.4.1 m_is_valid

```
bool seq64::user_midi_bus::m_is_valid  [private]
```

Callers should check this flag via the is_valid() accessor before using this object. This flag is set to true when any valid member assignment occurs via a public setter call.

13.72.4.2 m_channel_count

```
int seq64::user_midi_bus::m_channel_count  [private]
```

Often, the "user" configuration file has only a few out of the 16 assigned explicitly.

13.72.4.3 m_midi_bus_def

```
user_midi_bus_t seq64::user_midi_bus::m_midi_bus_def  [private]
```

13.73 seq64::user_midi_bus_t Struct Reference

This structure corresponds to `[user-midi-bus-0]` definitions in the `~/.seq24usr` ("user") file (`~/.config/sequencer64/sequencer64.usr` in the latest version of the application).

Data Fields

- std::string alias

  Provides the user's desired name for the MIDI bus.
- int instrument [SEQ64_MIDI_BUS_CHANNEL_MAX]

  Provides an implicit list of MIDI channels from 0 to 15 (1 to 16) and the "instrument" number assigned to each channel.

13.73.1 Field Documentation

13.73.1.1 alias

```
std::string seq64::user_midi_bus_t::alias
```

For example, "2x2 A" for some kind of MIDI card or USB MIDI cable. If manual-alsa-ports is enabled, this could be something like "[0] seq24 0", and that is what should be shown in that case.

13.73.1.2 instrument

```
int seq64::user_midi_bus_t::instrument[SEQ64_MIDI_BUS_CHANNEL_MAX]
```

Note that the "instrument" is not a MIDI program number. Instead, it is the number associated with a "user-instrument" section in the "user" configuration file.

13.74 seq64::user_settings Class Reference

Holds the current values of sequence settings and settings that can modify the number of sequences and the configuration of the user-interface.

Public Member Functions

- user_settings ()

  Default constructor.
- user_settings (const user_settings &rhs)

  Copy constructor.
- user_settings & operator= (const user_settings &rhs)

  Principal assignment operator.
- void set_defaults ()

  Sets the default values.
- void normalize ()

  Calculate the derived values from the already-set values.
- bool add_bus (const std::string &alias)

  Adds a user buss to the container, but only does so if the name parameter is not empty.
- bool add_instrument (const std::string &instname)

  Adds a user instrument to the container, but only does so if the name parameter is not empty.
- const user_midi_bus & bus (int index)

  'Getter' function for member Unlike the non-const version this function is public.
- const user_instrument & instrument (int index)

  'Getter' function for member Unlike the non-const version this function is public.
- int bus_count () const

  'Getter' function for member m_midi_buses.size()
- void set_bus_instrument (int index, int channel, int instrum)

  'Getter' function for member m_midi_buses[index].instrument[channel] Currently this function is used, in the userfile::parse() function.
- int bus_instrument (int buss, int channel)

  'Getter' function for member m_midi_buses[buss].instrument[channel]
- const std::string & bus_name (int buss)

  'Getter' function for member m_midi_buses[buss].name
- int instrument_count () const

  'Getter' function for member m_instruments.size()
- void set_instrument_controllers (int index, int cc, const std::string &ccname, bool isactive)

  'Setter' function for member m_midi_instrument_defs[index].controllers, controllers_active
- const std::string & instrument_name (int instrum)

  'Getter' function for member m_instruments[instrument].instrument (name of instrument)
- const std::string & instrument_name (int buss, int channel)

  Gets the correct instrument number from the buss and channel, and then looks up the name of the instrument.
- bool instrument_controller_active (int instrum, int cc)

  'Getter' function for member m_instruments[instrument].controllers_active[controller]
- bool controller_active (int buss, int channel, int cc)

  A convenience function so that the caller doesn't have to get the instrument number from the bus_instrument() member function.
- const std::string & instrument_controller_name (int instrum, int cc)

  'Getter' function for member m_instruments[instrument].controllers_active[controller]
- const std::string & controller_name (int buss, int channel, int cc)

  'Getter' function for member m_instruments[instrument].controllers_active[controller] A convenience function so that the caller doesn't have to get the instrument number from the bus_instrument() member function.
- int grid_style () const

  'Getter' function for member m_grid_style Checks for normal style.
- bool grid_is_normal () const

  'Getter' function for member m_grid_style Checks for normal style.
- bool grid_is_white () const

'Getter' function for member m_grid_style Checks for the white style.

- bool grid_is_black () const

  'Getter' function for member m_grid_style Checks for the black style.

- int grid_brackets () const

  'Getter' function for member m_grid_brackets

- int mainwnd_rows () const

  'Getter' function for member m_mainwnd_rows

- int mainwnd_cols () const

  'Getter' function for member m_mainwnd_cols

- int seqs_in_set () const

  'Getter' function for member m_seqs_in_set, dependent member

- int gmute_tracks () const

  'Getter' function for member m_gmute_tracks, dependent member

- int max_sets () const

  'Getter' function for member m_max_sets

- int max_sequence () const

  'Getter' function for member m_max_sequence, dependent member

- int text_x () const

  'Getter' function for member m_text_x, not user modifiable, not saved

- int text_y () const

  'Getter' function for member m_text_y, not user modifiable, not saved

- int seqchars_x () const

  'Getter' function for member m_seqchars_x, not user modifiable, not saved

- int seqchars_y () const

  'Getter' function for member m_seqchars_y, not user modifiable, not saved

- int seqarea_x () const

  'Getter' function for member m_seqarea_x, not user modifiable, not saved

- int seqarea_y () const

  'Getter' function for member m_seqarea_y, not user modifiable, not saved

- int seqarea_seq_x () const

  'Getter' function for member m_seqarea_seq_x, not user modifiable, not saved

- int seqarea_seq_y () const

  'Getter' function for member m_seqarea_seq_y, not user modifiable, not saved

- int mainwid_border () const

  'Getter' function for member m_mainwid_border

- int mainwid_spacing () const

  'Getter' function for member m_mainwid_spacing

- int mainwid_x () const

  'Getter' function for member m_mainwid_x, dependent member

- int mainwid_y () const

  'Getter' function for member m_mainwid_y, dependent member

- int control_height () const

  'Getter' function for member m_control_height

- int zoom () const

  'Getter' function for member m_current_zoom

- void zoom (int value)

  'Setter' function for member m_current_zoom This value is not modified unless the value parameter is between 1 and 512, inclusive.

- bool global_seq_feature () const

  'Getter' function for member m_global_seq_feature_save

- void global_seq_feature (bool flag)

'Setter' function for member m_global_seq_feature_save

- int seqedit_scale () const

  'Getter' function for member m_seqedit_scale

- void seqedit_scale (int scale)

  'Setter' function for member m_seqedit_scale

- int seqedit_key () const

  'Getter' function for member m_seqedit_key

- void seqedit_key (int key)

  'Setter' function for member m_seqedit_key

- int seqedit_bgsequence () const

  'Getter' function for member m_seqedit_bgsequence

- void seqedit_bgsequence (int seqnum)

  'Setter' function for member m_seqedit_bgsequence Note that SEQ64_IS_LEGAL_SEQUENCE() allows the SE↩ Q64_SEQUENCE_LIMIT (0x800 = 2048) value, to turn off the use of a background sequence.

- bool use_new_font () const

  'Getter' function for member m_use_new_font

- bool allow_two_perfedits () const

  'Getter' function for member m_allow_two_perfedits

- int perf_h_page_increment () const

  'Getter' function for member m_h_perf_page_increment

- int perf_v_page_increment () const

  'Getter' function for member m_v_perf_page_increment

- int progress_bar_colored () const

  'Getter' function for member m_progress_bar_colored

- bool progress_bar_thick () const

  'Getter' function for member m_progress_bar_thick

- bool inverse_colors () const

  ***Accessor** m_inverse_colors*

- int window_redraw_rate () const

  'Getter' function for member m_window_redraw_rate_ms

- bool use_more_icons () const

  'Getter' function for member m_use_more_icons

- bool save_user_config () const

  'Getter' function for member m_save_user_config

- void save_user_config (bool flag)

  'Setter' function for member m_save_user_config

- int midi_ppqn () const

  'Getter' function for member m_midi_ppqn

- int midi_beats_per_bar () const

  'Getter' function for member m_midi_beats_per_measure

- int midi_beats_per_minute () const

  'Getter' function for member m_midi_beats_per_minute

- int midi_beat_width () const

  'Getter' function for member m_midi_beat_width

- char midi_buss_override () const

  'Getter' function for member m_midi_buss_override

- int min_zoom () const

  'Getter' function for member mc_min_zoom

- int max_zoom () const

  'Getter' function for member mc_max_zoom

- int baseline_ppqn () const

'Getter' function for member mc_baseline_ppqn

- void use_new_font (bool flag)

  'Setter' function for member m_use_new_font

- void allow_two_perfedits (bool flag)

  Sets the value of allowing two perfedits to be created and shown to the user.

- void perf_h_page_increment (int inc)

  Sets the horizontal page increment size for the horizontal scrollbar of a perfedit window.

- void perf_v_page_increment (int inc)

  Sets the vertical page increment size for the vertical scrollbar of a perfedit window.

- void progress_bar_colored (int palcode)

  'Setter' function for member m_progress_bar_colored

- void progress_bar_thick (bool flag)

  'Setter' function for member m_progress_bar_thick

- void inverse_colors (bool flag)

  'Setter' function for member m_inverse_colors

- void window_redraw_rate (int ms)

  'Setter' function for member m_window_redraw_rate_ms

- void use_more_icons (bool flag)

  'Setter' function for member m_use_more_icons

- void midi_ppqn (int ppqn)

  'Setter' function for member m_midi_ppqn This value can be set from 96 to 19200 (this upper limit will be determined by what Sequencer64 can actually handle).

- void midi_buss_override (char buss)

  'Setter' function for member m_midi_buss_override This value can be set from 0 to 31.

Protected Member Functions

- void grid_brackets (int thickness)

  'Getter' function for member m_grid_brackets

- void grid_style (int gridstyle)

  'Setter' function for member m_grid_style

- void mainwnd_rows (int value)

  'Setter' function for member m_mainwnd_rows This value is not modified unless the value parameter is between 4 and 8, inclusive.

- void mainwnd_cols (int value)

  'Setter' function for member m_mainwnd_cols This value is not modified unless the value parameter is between 8 and 10, inclusive.

- void max_sets (int value)

  'Setter' function for member m_max_sets This value is not modified unless the value parameter is between 32 and 64, inclusive.

- void text_x (int value)

  'Setter' function for member m_text_x This value is not modified unless the value parameter is between 6 and 6, inclusive.

- void text_y (int value)

  'Setter' function for member m_text_y This value is not modified unless the value parameter is between 12 and 12, inclusive.

- void seqchars_x (int value)

  'Setter' function for member m_seqchars_x This affects the size or crampiness of a pattern slot, and for now we will hardwire it to 15.

- void seqchars_y (int value)

  'Setter' function for member m_seqchars_y This affects the size or crampiness of a pattern slot, and for now we will hardwire it to 5.

- void seqarea_x (int value)

  'Setter' function for member m_seqarea_x
- void seqarea_y (int value)

  'Setter' function for member m_seqarea_y
- void seqarea_seq_x (int value)

  'Setter' function for member m_seqarea_seq_x
- void seqarea_seq_y (int value)

  'Setter' function for member m_seqarea_seq_y
- void mainwid_border (int value)

  'Setter' function for member m_mainwid_border This value is not modified unless the value parameter is between 0 and 3, inclusive.
- void mainwid_spacing (int value)

  'Setter' function for member m_mainwid_spacing This value is not modified unless the value parameter is between 2 and 6, inclusive.
- void control_height (int value)

  'Setter' function for member m_control_height This value is not modified unless the value parameter is between 0 and 4, inclusive.
- void dump_summary ()

  Provides a debug dump of basic information to help debug a surprisingly intractable problem with all busses having the name and values of the last buss in the configuration.
- void midi_beats_per_bar (int beatsperbar)

  'Setter' function for member m_midi_beats_per_measure This value can be set from 1 to 16.
- void midi_beats_per_minute (int beatsperminute)

  'Setter' function for member m_midi_beats_minute This value can be set from 20 to 500.
- void midi_beat_width (int beatwidth)

  'Setter' function for member m_midi_beatwidth This value can be set to any power of 2 in the range from 1 to 16.

Private Types

- enum mainwid_grid_style_t {
  grid_style_normal,
  grid_style_white,
  grid_style_black,
  grid_style_max }
- typedef std::vector< user_midi_bus > Busses

  [user-midi-bus-definitions]
- typedef std::vector< user_midi_bus >::iterator BussIterator
- typedef std::vector< user_midi_bus >::const_iterator BussConstIterator
- typedef std::vector< user_instrument > Instruments

  [user-instrument-definitions]
- typedef std::vector< user_instrument >::iterator InstrumentIterator
- typedef std::vector< user_instrument >::const_iterator InstrumentConstIterator

Private Member Functions

- user_midi_bus & private_bus (int buss)

  'Getter' function for member m_midi_buses[index] (internal function) If the index is out of range, then an invalid object is returned.
- user_instrument & private_instrument (int instrum)

  'Getter' function for member m_instruments[index] If the index is out of range, then a invalid object is returned.

Private Attributes

- Busses m_midi_buses

  Provides data about the MIDI busses, readable from the "user" configuration file.
- Instruments m_instruments

  Provides data about the MIDI instruments, readable from the "user" configuration file.
- mainwid_grid_style_t m_grid_style

  [user-interface-settings]
- int m_grid_brackets

  Specify drawing brackets (like the old Seq24) or a solid box.
- int m_mainwnd_rows

  Number of rows in the Patterns Panel.
- int m_mainwnd_cols

  Number of columns in the Patterns Panel.
- int m_max_sets

  Maximum number of screen sets that can be supported.
- int m_mainwid_border

  These control sizes.
- int m_mainwid_spacing
- int m_control_height

  This constants seems to be created for a future purpose, perhaps to reserve space for a new bar on the mainwid pane.
- int m_current_zoom

  Provides the initial zoom value, in units of ticks per pixel.
- bool m_global_seq_feature_save

  If true, this value provide a bit of backward-compatibility with the global key/scale/background-sequence persistence feature.
- int m_seqedit_scale

  Replaces seqedit::m_initial_scale as the repository for the scale to apply when a sequence is loaded into the sequence editor.
- int m_seqedit_key

  Replaces seqedit::m_initial_key as the repository for the key to apply when a sequence is loaded into the sequence editor.
- int m_seqedit_bgsequence

  Replaces seqedit::m_initial_sequence as the repository for the background sequence to apply when a sequence is loaded into the sequence editor.
- bool m_use_new_font

  Sets the usage of the font.
- bool m_allow_two_perfedits

  Enables the usage of two perfedit windows, for added convenience in editing multi-set songs.
- int m_h_perf_page_increment

  Allows a changed to the page size for the horizontal scroll bar.
- int m_v_perf_page_increment

  Allows a changed to the page size for the vertical scroll bar.
- int m_progress_bar_colored

  If set, makes progress bars have the "progress_color()", instead of black.
- bool m_progress_bar_thick

  If set, makes progress bars thicker than 1 pixel...
- bool m_inverse_colors

  If set, use an alternate, neo-inverse color palette.
- int m_window_redraw_rate_ms

  Provides the global setting for redraw rate of windows.

- bool m_use_more_icons

  Another [user-interface-settings] item.
- int m_text_x

  Constants for the mainwid class.
- int m_text_y
- int m_seqchars_x

  Constants for the mainwid class.
- int m_seqchars_y
- int m_midi_ppqn

  Provides the universal PPQN setting for the duration of this setting.
- int m_midi_beats_per_measure

  Provides the universal and unambiguous MIDI value for beats per measure, also called "beats per bar" (BPB).
- int m_midi_beats_per_minute

  Provides the universal and unambiguous MIDI value for beats per minute (BPM).
- int m_midi_beat_width

  Provides the universal MIDI value for beats width (BW).
- char m_midi_buss_override

  Provides a universal override of the buss number for all sequences, for the purpose of convenience of of testing.
- int m_total_seqs
- int m_seqs_in_set

  Number of patterns/sequences in the Patterns Panel, also known as a "set" or "screen set".
- int m_gmute_tracks

  Number of group-mute tracks that can be supported, which is m_seqs_in_set squared, or 1024.
- int m_max_sequence

  The maximum number of patterns supported is given by the number of patterns supported in the panel (32) times the maximum number of sets (32), or 1024 patterns.
- int m_seqarea_x

  The m_seqarea_x and m_seqarea_y constants are derived from the width and heights of the default character set, and the number of characters in width, and the number of lines, in a pattern/sequence box.
- int m_seqarea_y
- int m_seqarea_seq_x

  Area of what? Doesn't look at all like it is based on the size of characters.
- int m_seqarea_seq_y
- int m_mainwid_x

  The width of the main pattern/sequence grid, in pixels.
- int m_mainwid_y
- bool m_save_user_config

  Provides a temporary variable that can be set from the command line to cause the "user" state to be saved into the "user" configuration file.
- const int mc_min_zoom

  Provides the minimum zoom value, currently a constant.
- const int mc_max_zoom

  Provides the maximum zoom value, currently a constant.
- const int mc_baseline_ppqn

  Permanent storage for the baseline, default PPQN used by Seq24.

Friends

- class userfile

13.74.1 Detailed Description

These settings will eventually be made part of the "user" settings file.

13.74.2 Member Typedef Documentation

13.74.2.1 Busses

```
typedef std::vector<user_midi_bus> seq64::user_settings::Busses  [private]
```

Internal type for the container of user_midi_bus objects. Sorry about the "confusion" about "bus" versus "buss". See Google for arguments about it.

13.74.2.2 BussIterator

```
typedef std::vector<user_midi_bus>::iterator seq64::user_settings::BussIterator  [private]
```

13.74.2.3 BussConstIterator

```
typedef std::vector<user_midi_bus>::const_iterator seq64::user_settings::BussConstIterator
[private]
```

13.74.2.4 Instruments

```
typedef std::vector<user_instrument> seq64::user_settings::Instruments  [private]
```

Internal type for the container of user_instrument objects.

13.74.2.5 InstrumentIterator

```
typedef std::vector<user_instrument>::iterator seq64::user_settings::InstrumentIterator  [private]
```

13.74.2.6 InstrumentConstIterator

```
typedef std::vector<user_instrument>::const_iterator seq64::user_settings::InstrumentConst↩
Iterator  [private]
```

13.74.3 Member Enumeration Documentation

13.74.3.1 mainwid_grid_style_t

```
enum seq64::user_settings::mainwid_grid_style_t  [private]
```

Enumerator

grid_style_normal The grid background color is white. This style better fits displaying the white-on-black sequence numbers. The box is drawn with brackets on either side.	
grid_style_black	The grid background color is black.
grid_style_max	Marks the end of the list, and is an illegal

13.74.4 Constructor & Destructor Documentation

13.74.4.1 user_settings() [1/2]

```
seq64::user_settings::user_settings ( )
```

13.74.4.2 user_settings() [2/2]

```
seq64::user_settings::user_settings (
            const user_settings & rhs )
```

13.74.5 Member Function Documentation

13.74.5.1 operator=()

```
user_settings & seq64::user_settings::operator= (
            const user_settings & rhs )
```

13.74.5.2 set_defaults()

```
void seq64::user_settings::set_defaults ( )
```

For the m_midi_buses and m_instruments members, this function can only iterate over the current size of the vectors. But the default size is zero!

13.74.5.3 normalize()

```
void seq64::user_settings::normalize ( )
```

13.74.5.4 add_bus()

```
bool seq64::user_settings::add_bus (
            const std::string & alias )
```

13.74.5.5 add_instrument()

```
bool seq64::user_settings::add_instrument (
            const std::string & instname )
```

13.74.5.6 bus()

```
const user_midi_bus& seq64::user_settings::bus (
            int index )  [inline]
```

Cannot append the const specifier.

13.74.5.7 instrument()

```
const user_instrument& seq64::user_settings::instrument (
            int index )  [inline]
```

Cannot append the const specifier.

13.74.5.8 bus_count()

```
int seq64::user_settings::bus_count ( ) const  [inline]
```

13.74.5.9 set_bus_instrument()

```
void seq64::user_settings::set_bus_instrument (
            int index,
            int channel,
            int instrum )
```

13.74.5.10 bus_instrument()

```
int seq64::user_settings::bus_instrument (
            int buss,
            int channel )  [inline]
```

13.74.5.11 bus_name()

```
const std::string& seq64::user_settings::bus_name (
            int buss )  [inline]
```

13.74.5.12 instrument_count()

```
int seq64::user_settings::instrument_count ( ) const  [inline]
```

13.74.5.13 set_instrument_controllers()

```
void seq64::user_settings::set_instrument_controllers (
            int index,
            int cc,
            const std::string & ccname,
            bool isactive )
```

13.74.5.14 instrument_name() [1/2]

```
const std::string& seq64::user_settings::instrument_name (
            int instrum )  [inline]
```

13.74.5.15 instrument_name() [2/2]

```
const std::string& seq64::user_settings::instrument_name (
            int buss,
            int channel )  [inline]
```

13.74.5.16 instrument_controller_active()

```
bool seq64::user_settings::instrument_controller_active (
            int instrum,
            int cc )  [inline]
```

13.74.5.17 controller_active()

```
bool seq64::user_settings::controller_active (
            int buss,
            int channel,
            int cc )  [inline]
```

It also has a shorter name.

13.74.5.18 instrument_controller_name()

```
const std::string& seq64::user_settings::instrument_controller_name (
            int instrum,
            int cc )  [inline]
```

13.74.5.19 controller_name()

```
const std::string& seq64::user_settings::controller_name (
            int buss,
            int channel,
            int cc )  [inline]
```

It also has a shorter name.

13.74.5.20 grid_style() [1/2]

```
int seq64::user_settings::grid_style ( ) const  [inline]
```

13.74.5.21 grid_is_normal()

```
bool seq64::user_settings::grid_is_normal ( ) const  [inline]
```

13.74.5.22 grid_is_white()

```
bool seq64::user_settings::grid_is_white ( ) const  [inline]
```

13.74.5.23 grid_is_black()

```
bool seq64::user_settings::grid_is_black ( ) const  [inline]
```

13.74.5.24 grid_brackets() [1/2]

```
int seq64::user_settings::grid_brackets ( ) const  [inline]
```

13.74.5.25 mainwnd_rows() [1/2]

```
int seq64::user_settings::mainwnd_rows ( ) const  [inline]
```

13.74.5.26 mainwnd_cols() [1/2]

```
int seq64::user_settings::mainwnd_cols ( ) const  [inline]
```

13.74.5.27 seqs_in_set()

```
int seq64::user_settings::seqs_in_set ( ) const  [inline]
```

13.74.5.28 gmute_tracks()

```
int seq64::user_settings::gmute_tracks ( ) const  [inline]
```

13.74.5.29 max_sets() [1/2]

```
int seq64::user_settings::max_sets ( ) const  [inline]
```

13.74.5.30 max_sequence()

```
int seq64::user_settings::max_sequence ( ) const  [inline]
```

13.74.5.31 text_x() [1/2]

```
int seq64::user_settings::text_x ( ) const  [inline]
```

13.74.5.32 text_y() [1/2]

```
int seq64::user_settings::text_y ( ) const  [inline]
```

13.74.5.33 seqchars_x() [1/2]

```
int seq64::user_settings::seqchars_x ( ) const  [inline]
```

13.74.5.34 seqchars_y() [1/2]

```
int seq64::user_settings::seqchars_y ( ) const  [inline]
```

13.74.5.35 seqarea_x() [1/2]

```
int seq64::user_settings::seqarea_x ( ) const  [inline]
```

13.74.5.36 seqarea_y() [1/2]

```
int seq64::user_settings::seqarea_y ( ) const  [inline]
```

13.74.5.37 seqarea_seq_x() [1/2]

```
int seq64::user_settings::seqarea_seq_x ( ) const  [inline]
```

13.74.5.38 seqarea_seq_y() [1/2]

```
int seq64::user_settings::seqarea_seq_y ( ) const  [inline]
```

13.74.5.39 mainwid_border() [1/2]

```
int seq64::user_settings::mainwid_border ( ) const  [inline]
```

13.74.5.40 mainwid_spacing() [1/2]

```
int seq64::user_settings::mainwid_spacing ( ) const  [inline]
```

13.74.5.41 mainwid_x()

```
int seq64::user_settings::mainwid_x ( ) const  [inline]
```

13.74.5.42 mainwid_y()

```
int seq64::user_settings::mainwid_y ( ) const  [inline]
```

13.74.5.43 control_height() [1/2]

```
int seq64::user_settings::control_height ( ) const  [inline]
```

13.74.5.44 zoom() [1/2]

```
int seq64::user_settings::zoom ( ) const  [inline]
```

13.74.5.45 zoom() [2/2]

```
void seq64::user_settings::zoom (
            int value )
```

The default value is 2. Note that 0 is allowed as a special case, which allows the default zoom to be adjusted when the PPQN value is different from the default.

13.74.5.46 global_seq_feature() [1/2]

```
bool seq64::user_settings::global_seq_feature ( ) const  [inline]
```

13.74.5.47 global_seq_feature() [2/2]

```
void seq64::user_settings::global_seq_feature (
            bool flag )  [inline]
```

13.74.5.48 seqedit_scale() [1/2]

```
int seq64::user_settings::seqedit_scale ( ) const  [inline]
```

13.74.5.49 seqedit_scale() [2/2]

```
void seq64::user_settings::seqedit_scale (
            int scale )  [inline]
```

13.74.5.50 seqedit_key() [1/2]

```
int seq64::user_settings::seqedit_key ( ) const  [inline]
```

13.74.5.51 seqedit_key() [2/2]

```
void seq64::user_settings::seqedit_key (
            int key )  [inline]
```

13.74.5.52 seqedit_bgsequence() [1/2]

```
int seq64::user_settings::seqedit_bgsequence ( ) const  [inline]
```

13.74.5.53 seqedit_bgsequence() [2/2]

```
void seq64::user_settings::seqedit_bgsequence (
            int seqnum )  [inline]
```

13.74.5.54 use_new_font() [1/2]

```
bool seq64::user_settings::use_new_font ( ) const  [inline]
```

13.74.5.55 allow_two_perfedits() [1/2]

```
bool seq64::user_settings::allow_two_perfedits ( ) const  [inline]
```

13.74.5.56 perf_h_page_increment() [1/2]

```
int seq64::user_settings::perf_h_page_increment ( ) const  [inline]
```

13.74.5.57 perf_v_page_increment() [1/2]

```
int seq64::user_settings::perf_v_page_increment ( ) const  [inline]
```

13.74.5.58 progress_bar_colored() [1/2]

```
int seq64::user_settings::progress_bar_colored ( ) const  [inline]
```

13.74.5.59 progress_bar_thick() [1/2]

```
bool seq64::user_settings::progress_bar_thick ( ) const  [inline]
```

13.74.5.60 inverse_colors() [1/2]

```
bool seq64::user_settings::inverse_colors ( ) const  [inline]
```

13.74.5.61 window_redraw_rate() [1/2]

```
int seq64::user_settings::window_redraw_rate ( ) const  [inline]
```

13.74.5.62 use_more_icons() [1/2]

```
bool seq64::user_settings::use_more_icons ( ) const  [inline]
```

13.74.5.63 save_user_config() [1/2]

```
bool seq64::user_settings::save_user_config ( ) const  [inline]
```

13.74.5.64 save_user_config() [2/2]

```
void seq64::user_settings::save_user_config (
            bool flag )  [inline]
```

13.74.5.65 grid_brackets() [2/2]

```
void seq64::user_settings::grid_brackets (
            int thickness )  [inline], [protected]
```

13.74.5.66 grid_style() [2/2]

```
void seq64::user_settings::grid_style (
            int gridstyle )  [protected]
```

13.74.5.67 mainwnd_rows() [2/2]

```
void seq64::user_settings::mainwnd_rows (
            int value )  [protected]
```

The default value is 4. Dependent values are recalculated after the assignment.

13.74.5.68 mainwnd_cols() [2/2]

```
void seq64::user_settings::mainwnd_cols (
            int value )  [protected]
```

The default value is 8. Dependent values are recalculated after the assignment.

13.74.5.69 max_sets() [2/2]

```
void seq64::user_settings::max_sets (
            int value )  [protected]
```

The default value is 32. Dependent values are recalculated after the assignment.

13.74.5.70 text_x() [2/2]

```
void seq64::user_settings::text_x (
            int value )  [protected]
```

The default value is 6. Dependent values are recalculated after the assignment. This value is currently restricted, until we can code up a bigger font.

13.74.5.71 text_y() [2/2]

```
void seq64::user_settings::text_y (
            int value )  [protected]
```

The default value is 12. Dependent values are recalculated after the assignment. This value is currently restricted, until we can code up a bigger font.

13.74.5.72 seqchars_x() [2/2]

```
void seq64::user_settings::seqchars_x (
            int value )  [protected]
```

13.74.5.73 seqchars_y() [2/2]

```
void seq64::user_settings::seqchars_y (
            int value )  [protected]
```

13.74.5.74 seqarea_x() [2/2]

```
void seq64::user_settings::seqarea_x (
            int value )  [protected]
```

13.74.5.75 seqarea_y() [2/2]

```
void seq64::user_settings::seqarea_y (
            int value )  [protected]
```

13.74.5.76 seqarea_seq_x() [2/2]

```
void seq64::user_settings::seqarea_seq_x (
            int value )  [protected]
```

13.74.5.77 seqarea_seq_y() [2/2]

```
void seq64::user_settings::seqarea_seq_y (
            int value )  [protected]
```

13.74.5.78 mainwid_border() [2/2]

```
void seq64::user_settings::mainwid_border (
            int value )  [protected]
```

The default value is 0. Dependent values are recalculated after the assignment.

13.74.5.79 mainwid_spacing() [2/2]

```
void seq64::user_settings::mainwid_spacing (
            int value )  [protected]
```

The default value is 2. Dependent values are recalculated after the assignment.

13.74.5.80 control_height() [2/2]

```
void seq64::user_settings::control_height (
            int value )  [protected]
```

The default value is 0. Dependent values are recalculated after the assignment.

13.74.5.81 dump_summary()

```
void seq64::user_settings::dump_summary ( )  [protected]
```

Does its work only if PLATFORM_DEBUG and SEQ64_USE_DEBUG_OUTPUT are defined. Only enabled in emergencies :-D.

13.74.5.82 midi_ppqn() [1/2]

```
int seq64::user_settings::midi_ppqn ( ) const  [inline]
```

13.74.5.83 midi_beats_per_bar() [1/2]

```
int seq64::user_settings::midi_beats_per_bar ( ) const  [inline]
```

13.74.5.84 midi_beats_per_minute() [1/2]

```
int seq64::user_settings::midi_beats_per_minute ( ) const  [inline]
```

13.74.5.85 midi_beat_width() [1/2]

```
int seq64::user_settings::midi_beat_width ( ) const  [inline]
```

13.74.5.86 midi_buss_override() [1/2]

```
char seq64::user_settings::midi_buss_override ( ) const  [inline]
```

13.74.5.87 min_zoom()

```
int seq64::user_settings::min_zoom ( ) const  [inline]
```

13.74.5.88 max_zoom()

```
int seq64::user_settings::max_zoom ( ) const  [inline]
```

13.74.5.89 baseline_ppqn()

```
int seq64::user_settings::baseline_ppqn ( ) const  [inline]
```

13.74.5.90 use_new_font() [2/2]

```
void seq64::user_settings::use_new_font (
            bool flag )  [inline]
```

13.74.5.91 allow_two_perfedits() [2/2]

```
void seq64::user_settings::allow_two_perfedits (
            bool flag )  [inline]
```

13.74.5.92 perf_h_page_increment() [2/2]

```
void seq64::user_settings::perf_h_page_increment (
            int inc )
```

This value ranges from 1 (the original value, really too small for a "page" operation) to 6 (which is 24 measures, the same as the typical width of the perfroll)

13.74.5.93 perf_v_page_increment() [2/2]

```
void seq64::user_settings::perf_v_page_increment (
            int inc )
```

This value ranges from 1 (the original value, really too small for a "page" operation) to 18 (which is 18 tracks, slightly more than the typical height of the perfroll)

13.74.5.94 progress_bar_colored() [2/2]

```
void seq64::user_settings::progress_bar_colored (
            int palcode )  [inline]
```

13.74.5.95 progress_bar_thick() [2/2]

```
void seq64::user_settings::progress_bar_thick (
            bool flag )  [inline]
```

13.74.5.96 inverse_colors() [2/2]

```
void seq64::user_settings::inverse_colors (
            bool flag )  [inline]
```

13.74.5.97 window_redraw_rate() [2/2]

```
void seq64::user_settings::window_redraw_rate (
            int ms )  [inline]
```

13.74.5.98 use_more_icons() [2/2]

```
void seq64::user_settings::use_more_icons (
            bool flag )  [inline]
```

13.74.5.99 midi_ppqn() [2/2]

```
void seq64::user_settings::midi_ppqn (
            int value )
```

The default value is 192.

13.74.5.100 midi_buss_override() [2/2]

```
void seq64::user_settings::midi_buss_override (
            char buss )
```

The default value is -1, which means that there is no buss override. It provides a way to override the buss number for smallish MIDI files. It replaces the buss-number read from the file. This option is turned on by the –bus option, and is merely a convenience feature for the quick previewing of a tune. (It's called "developer laziness".)

13.74.5.101 midi_beats_per_bar() [2/2]

```
void seq64::user_settings::midi_beats_per_bar (
            int value )  [protected]
```

The default value is 4.

13.74.5.102 midi_beats_per_minute() [2/2]

```
void seq64::user_settings::midi_beats_per_minute (
            int value )  [protected]
```

The default value is 120.

13.74.5.103 midi_beat_width() [2/2]

```
void seq64::user_settings::midi_beat_width (
            int bw )  [protected]
```

The default value is 4.

13.74.5.104 private_bus()

```
user_midi_bus & seq64::user_settings::private_bus (
            int index )  [private]
```

This invalid object has an empty alias, and all the instrument numbers are -1.

13.74.5.105 private_instrument()

```
user_instrument & seq64::user_settings::private_instrument (
            int index )  [private]
```

This invalid object has an empty(), instrument name, false for all controllers_active[] values, and empty controllers[] string values.

13.74.6 Friends And Related Function Documentation

13.74.6.1 userfile

```
friend class userfile  [friend]
```

13.74.7 Field Documentation

13.74.7.1 m_midi_buses

```
Busses seq64::user_settings::m_midi_buses  [private]
```

Since this object is a vector, its size is adjustable.

13.74.7.2 m_instruments

```
Instruments seq64::user_settings::m_instruments  [private]
```

The size is adjustable, and grows as objects are added.

13.74.7.3 m_grid_style

```
mainwid_grid_style_t seq64::user_settings::m_grid_style  [private]
```

These are not labelled, but are present in the "user" configuration file in the following order:

```
-#  grid-style
-#  grid-brackets
-#  mainwnd-rows
-#  mainwnd-cols
-#  max-set
-#  mainwid-border
-#  control-height
-#  zoom
-#  global-seq-feature
-#  use-new-font
-#  allow-two-perfedits
-#  perf-h-page-increment
-#  perf-v-page-increment
-#  progress-bar-colored (new)
-#  progress-bar-thick (new)
-#  window-redraw-rate-ms (new)
```

Specifies the current grid style.

13.74.7.4 m_grid_brackets

```
int seq64::user_settings::m_grid_brackets  [private]
```

0 = no brackets, 1 and above is the thickness of the brakcets. 1 is the normal thickness of the brackets, 2 is a two-pixel thickness, and so on.

13.74.7.5 m_mainwnd_rows

```
int seq64::user_settings::m_mainwnd_rows  [private]
```

The current value is 4, and if changed, many other values depend on it. Together with m_mainwnd_cols, this value fixes the patterns grid into a 4 x 8 set of patterns known as a "screen set". We would like to be able to change this value from 4 to 8, and maybe allow the values of 5, 6, and 7 as well. But if we could just get 8 working, then well would Sequencer64 deserve the 64 in its name.

13.74.7.6 m_mainwnd_cols

```
int seq64::user_settings::m_mainwnd_cols  [private]
```

The current value is 4, and probably won't change, since other values depend on it. Together with m_mainwnd_rows, this value fixes the patterns grid into a 4 x 8 set of patterns known as a "screen set".

13.74.7.7 m_max_sets

```
int seq64::user_settings::m_max_sets  [private]
```

Basically, that the number of times the Patterns Panel can be filled. 32 sets can be created. Although this value is part of the "user" configuration file, it is likely that it will never change. Rather, the number of sequences per set would change. We'll see.

13.74.7.8 m_mainwid_border

```
int seq64::user_settings::m_mainwid_border  [private]
```

We'll try changing them and see what happens. Increasing these value spreads out the pattern grids a little bit and makes the Patterns panel slightly bigger. Seems like it would be useful to make these values user-configurable.

13.74.7.9 m_mainwid_spacing

```
int seq64::user_settings::m_mainwid_spacing  [private]
```

13.74.7.10 m_control_height

```
int seq64::user_settings::m_control_height  [private]
```

But it is used only in this header file, to define m_mainwid_y, but doesn't add anything to that value.

13.74.7.11 m_current_zoom

```
int seq64::user_settings::m_current_zoom  [private]
```

The original default value was 32 ticks per pixel, but larger PPQN values need higher values, and we will have to adapt the default zoom to the PPQN value. Also, the zoom can never be zero, as it can appear as the divisor in scaling equations.

13.74.7.12 m_global_seq_feature_save

```
bool seq64::user_settings::m_global_seq_feature_save  [private]
```

In this feature, applying one of these three changes to a sequence causes them to also be applied to sequences that are subsequently opened for editing. However, we improve on this feature by allowing the changes to be saved in the global, proprietary part of the saved MIDI file.

If false, the user can still save the key/scale/background-sequence values with each individual sequence, so they can be different.

This value will be true by default, unless changed in the "user" configuration file.

13.74.7.13 m_seqedit_scale

```
int seq64::user_settings::m_seqedit_scale  [private]
```

Its default value is c_scale_off. Although this value is now stored in the user_settings class, it always comes from the currently loaded MIDI file, if present. If m_global_seq_feature_save is true, this variable is stored in the "proprietary" track at the end of the file, under the control tag c_musicscale, and will be applied to any sequence that is edited. If m_global_seq_feature_save is false, this variable is stored, if used, in the meta-data for the sequence to which it applies, and, again, is tagged with the control tag c_musicscale.

13.74.7.14 m_seqedit_key

```
int seq64::user_settings::m_seqedit_key  [private]
```

Its default value is SEQ64_KEY_OF_C. Although this value is now stored in the user_settings class, it always comes from the currently loaded MIDI file, if present. If m_global_seq_feature_save is true, this variable is stored in the "proprietary" track at the end of the file, under the control tag c_musickey, and will be applied to any sequence that is edited. If m_global_seq_feature_save is false, this variable is stored, if used, in the meta-data for the sequence to which it applies, and, again, is tagged with the control tag c_musickey.

13.74.7.15 m_seqedit_bgsequence

```
int seq64::user_settings::m_seqedit_bgsequence  [private]
```

Its default value is SEQ64_SEQUENCE_LIMIT. Although this value is now stored in the user_settings class, it always comes from the currently loaded MIDI file, if present. If m_global_seq_feature_save is true, this variable is stored, if it has a valid (but not "legal") value, in the "proprietary" track at the end of the file, under the control tag c_backsequence, and will be applied to any sequence that is edited. If m_global_seq_feature_save is false, this variable is stored, if used, in the meta-data for the sequence to which it applies, and, again, is tagged with the control tag c_backsequence.

13.74.7.16 m_use_new_font

```
bool seq64::user_settings::m_use_new_font  [private]
```

By default, in normal mode, the new font is used. In legacy mode, the old font is used.

13.74.7.17 m_allow_two_perfedits

```
bool seq64::user_settings::m_allow_two_perfedits  [private]
```

Defaults to true.

13.74.7.18 m_h_perf_page_increment

```
int seq64::user_settings::m_h_perf_page_increment  [private]
```

The value used to be hardwired to 1 (in four-measure units), now it defaults to 4 (16 measures at a time). The value of 1 is already covered by the scrollbar arrows.

13.74.7.19 m_v_perf_page_increment

```
int seq64::user_settings::m_v_perf_page_increment  [private]
```

The value used to be hardwired to 1 (in single-track units), now it defaults to 8. The value of 1 is already covered by the scrollbar arrows.

13.74.7.20 m_progress_bar_colored

```
int seq64::user_settings::m_progress_bar_colored  [private]
```

This value is no longer hardwired in the gui_palette_gtk2 module to be red. Now we want to let the color select from a slightly large palette. We chande this from a boolean to an integer to allow the selection of more colors.

13.74.7.21 m_progress_bar_thick

```
bool seq64::user_settings::m_progress_bar_thick  [private]
```

2 pixels. It isn't useful to support anything thicker.

13.74.7.22 m_inverse_colors

```
bool seq64::user_settings::m_inverse_colors  [private]
```

Not all colors are reversed, though.

13.74.7.23 m_window_redraw_rate_ms

```
int seq64::user_settings::m_window_redraw_rate_ms  [private]
```

Not all windows use this yet. The default is 40 ms (c_redraw_ms, which is 20 ms in Windows builds)), but some windows originally used 25 ms, so beware of side-effects.

13.74.7.24 m_use_more_icons

```
bool seq64::user_settings::m_use_more_icons  [private]
```

If set to 1, icons will be used for more buttons. This setting affects only a few buttons so far, such as the buttons at the top of the main window.

13.74.7.25 m_text_x

```
int seq64::user_settings::m_text_x  [private]
```

The m_text_x and m_text_y constants help define the "seqarea" size. It looks like these two values are the character width (x) and height (y) in pixels. Thus, these values would be dependent on the font chosen. But that, currently, is hard-wired. See the m_font_6_12[] array for the default font specification.

However, please not that font files are not used. Instead, the fonts are provided by two pixmaps in the `src/pixmap` directory: `font_b.xpm` (black lettering on a white background) and `font_w.xpm` (white lettering on a black background).

We have added black-on-yellow and yellow-on-black versions of the fonts, to support the highlighting of pattern boxes if they are empty of actual MIDI events.

We have also added a set of four new font files that are roughly the same size, and are treated as the same size, but look smooth and less like a DOS-era font.

The font module does not use these values directly, but does define some similar variables that differ slightly between the two styles of font. There are a lot of tricks and hard-wired places to fix before further work can be done with fonts in Sequencer64.

13.74.7.26 m_text_y

```
int seq64::user_settings::m_text_y  [private]
```

13.74.7.27 m_seqchars_x

```
int seq64::user_settings::m_seqchars_x  [private]
```

The m_seqchars_x and m_seqchars_y constants help define the "seqarea" size. These look like the number of characters per line and the number of lines of characters, in a pattern/sequence box.

13.74.7.28 m_seqchars_y

```
int seq64::user_settings::m_seqchars_y  [private]
```

13.74.7.29 m_midi_ppqn

```
int seq64::user_settings::m_midi_ppqn  [private]
```

This variable replaces the global ppqn. The default value of this setting is 192 parts-per-quarter-note (PPQN). There is still a lot of work to get a different PPQN to work properly in speed of playback, scaling of the user interface, and other issues. Note that this value can be changed by the still-experimental –ppqn option. There is one remaining trace of the global, though: DEFAULT_PPQN.

13.74.7.30 m_midi_beats_per_measure

```
int seq64::user_settings::m_midi_beats_per_measure  [private]
```

This variable will replace the global beats per measure. The default value of this variable is SEQ64_DEFAULT_↩ BEATS_PER_MEASURE (4). For external access, we will call this value "beats per bar", abbreviate it "BPB", and use "bpb" in any accessor function names. Now, although it applies to the whole session, we should be able to continue seq24's tradition of allowing each sequence to have its own time signature. Also, there are a number of places where the number 4 appears and looks like it might be a hardwired BPB value, either for MIDI purposes or for drawing the piano-roll grids. So we might need a couple different versions of this variable.

13.74.7.31 m_midi_beats_per_minute

```
int seq64::user_settings::m_midi_beats_per_minute  [private]
```

This variable will replace the global beats per minute. The default value of this variable is DEFAULT_BPM (120). This variable should apply to the whole session; there's probably no way to support a diffent tempo for each sequence. But we shall see. For external access, we will call this value "beats per minute", abbreviate it "BPM", and use "bpm" in any accessor function names.

13.74.7.32 m_midi_beat_width

```
int seq64::user_settings::m_midi_beat_width  [private]
```

This variable will replace the global beat_width. The default value of this variable is DEFAULT_BEAT_WIDTH (4). Now, although it applies to the whole session, we should be able to continue seq24's tradition of allowing each sequence to have its own time signature. Also, there are a number of places where the number 4 appears and looks like it might be a hardwired BW value, either for MIDI purposes or for drawing the user-interface. So we might need a couple different versions of this variable. For external access, we will call this value "beat width", abbreviate it "BW", and use "bw" in any accessor function names.

13.74.7.33 m_midi_buss_override

```
char seq64::user_settings::m_midi_buss_override  [private]
```

This variable replaces the global buss-override variable, and is set via the command-line option –bus.

13.74.7.34 m_total_seqs

```
int seq64::user_settings::m_total_seqs  [private]
```

13.74.7.35 m_seqs_in_set

```
int seq64::user_settings::m_seqs_in_set  [private]
```

This value is 4 x 8 = 32 by default.

Warning

Currently implicit/explicit in a number of the "rc" file and rc_settings. Would probably want the left 32 or the first 32 items in the main window only to be subject to keystroke control. This value is calculated by the normalize() function, and is *not* part of the "user" configuration file.

13.74.7.36 m_gmute_tracks

```
int seq64::user_settings::m_gmute_tracks  [private]
```

This value is *not* part of the "user" configuration file; it is calculated by the normalize() function.

13.74.7.37 m_max_sequence

```
int seq64::user_settings::m_max_sequence  [private]
```

It is a derived value, and not stored in the "user" file.

```
m_max_sequence = m_seqs_in_set * m_max_sets;
```

13.74.7.38 m_seqarea_x

```
int seq64::user_settings::m_seqarea_x  [private]
```

Compare these two constants to m_seqarea_seq_x(y), which was in mainwid.h, but is now in this file.

13.74.7.39 m_seqarea_y

```
int seq64::user_settings::m_seqarea_y  [private]
```

13.74.7.40 m_seqarea_seq_x

```
int seq64::user_settings::m_seqarea_seq_x  [private]
```

These are used only in the mainwid module.

13.74.7.41 m_seqarea_seq_y

```
int seq64::user_settings::m_seqarea_seq_y  [private]
```

13.74.7.42 m_mainwid_x

```
int seq64::user_settings::m_mainwid_x  [private]
```

Affected by the m_mainwid_border and m_mainwid_spacing values.

```
 c_mainwid_x =
 (
     (c_seqarea_x + c_mainwid_spacing) * c_mainwnd_cols -
         c_mainwid_spacing + c_mainwid_border * 2
 );
```

13.74.7.43 m_mainwid_y

```
int seq64::user_settings::m_mainwid_y  [private]
```

13.74.7.44 m_save_user_config

```
bool seq64::user_settings::m_save_user_config  [private]
```

Normally, this state is not saved. It is not saved because there is currently no user-interface for editing it, and because it can pick up some command-line options, and it is not right to have them written to the "user" configuration file.

(The "rc" configuration file is a different case, having historically always been saved, and having a number of command-line options, such as JACK settings that should generally be permanent on a given system.)

Anyway, this flag can be set by the –user-save option. This setting is never saved. But note that, if no "user" configuration file is found, it is then saved anyway.

13.74.7.45 mc_min_zoom

```
const int seq64::user_settings::mc_min_zoom  [private]
```

It's value is 1.

13.74.7.46 mc_max_zoom

```
const int seq64::user_settings::mc_max_zoom  [private]
```

It's value was 32, but is now 512, to allow for better presentation of high PPQN valued sequences.

13.74.7.47 mc_baseline_ppqn

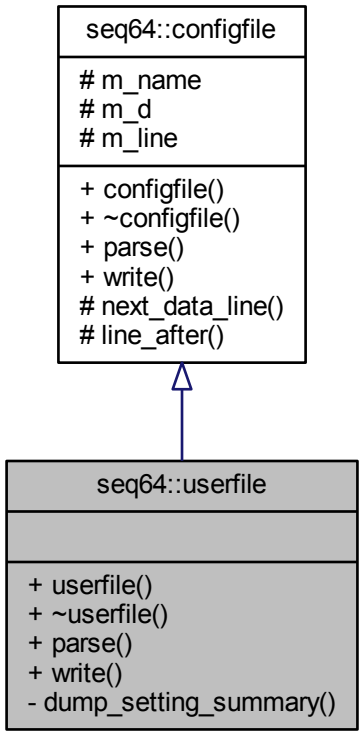
```
const int seq64::user_settings::mc_baseline_ppqn  [private]
```

This value is necessary in order to keep user-interface elements stable when different PPQNs are used. It is set to DEFAULT_PPQN.

13.75 seq64::userfile Class Reference

Supports the user's ~/.config/sequencer64/sequencer64.usr and ~/.seq24usr configuration file.

Inheritance diagram for seq64::userfile:



Public Member Functions

- userfile (const std::string &a_name)

  Principal constructor.
- ~userfile ()

  A rote destructor needed for a derived class.
- bool parse (perform &a_perf)

  Parses a "usr" file, filling in the given perform object.
- bool write (const perform &a_perf)

  This function just returns false, as there is no "perform" information in the user-file yet.

Private Member Functions

- void dump_setting_summary ()

  Provides a debug dump of basic information to help debug a surprisingly intractable problem with all busses having the name and values of the last buss in the configuration.

Additional Inherited Members

13.75.1 Constructor & Destructor Documentation

13.75.1.1 userfile()

```
seq64::userfile::userfile (
            const std::string & name )
```

Parameters

name	Provides the full file path specification to the configuration file.

13.75.1.2 ~userfile()

```
seq64::userfile::~userfile ( )
```

13.75.2 Member Function Documentation

13.75.2.1 parse()

```
bool seq64::userfile::parse (
            perform & a_perf )  [virtual]
```

This function opens the file as a text file (line-oriented).

Parameters

a_perf	The performance object, currently unused.

Returns

Returns true if the parsing succeeded.

Implements seq64::configfile.

13.75.2.2 write()

```
bool seq64::userfile::write (
            const perform & a_perf )  [virtual]
```

Parameters

a_perf	The performance object, currently unused.

Returns

Returns true if the writing succeeded.

Implements seq64::configfile.

13.75.2.3 dump_setting_summary()

```
void seq64::userfile::dump_setting_summary ( )  [private]
```

Does work only if PLATFORM_DEBUG is defined; see the user_settings class.

Index

~AbstractPerfInput
    seq64::AbstractPerfInput, 104
~automutex
    seq64::automutex, 107
~configfile
    seq64::configfile, 115
~editable_event
    seq64::editable_event, 123
~editable_events
    seq64::editable_events, 133
~event
    seq64::event, 143
~event_list
    seq64::event_list, 161
~eventedit
    seq64::eventedit, 174
~eventslots
    seq64::eventslots, 188
~gui_assistant
    seq64::gui_assistant, 217
~gui_assistant_gtk2
    seq64::gui_assistant_gtk2, 219
~gui_drawingarea_gtk2
    seq64::gui_drawingarea_gtk2, 224
~gui_palette_gtk2
    seq64::gui_palette_gtk2, 242
~gui_window_gtk2
    seq64::gui_window_gtk2, 249
~jack_assistant
    seq64::jack_assistant, 256
~keys_perform
    seq64::keys_perform, 285
~keys_perform_gtk2
    seq64::keys_perform_gtk2, 306
~lfownd
    seq64::lfownd, 320
~maintime
    seq64::maintime, 325
~mainwid
    seq64::mainwid, 331
~mainwnd
    seq64::mainwnd, 347
~mastermidibus
    seq64::mastermidibus, 361
~midi_container
    seq64::midi_container, 374
~midi_list
    seq64::midi_list, 385
~midi_splitter
    seq64::midi_splitter, 391
~midi_vector
    seq64::midi_vector, 398
~midibus
    seq64::midibus, 403
~midifile
    seq64::midifile, 412
~optionsfile
    seq64::optionsfile, 436
~perfedit
    seq64::perfedit, 445
~perfnames
    seq64::perfnames, 459
~perform
    seq64::perform, 478
~perfroll
    seq64::perfroll, 541
~perftime
    seq64::perftime, 558
~seqdata
    seq64::seqdata, 592
~seqedit
    seq64::seqedit, 607
~seqevent
    seq64::seqevent, 632
~seqkeys
    seq64::seqkeys, 646
~seqmenu
    seq64::seqmenu, 657
~seqroll
    seq64::seqroll, 670
~seqtime
    seq64::seqtime, 695
~sequence
    seq64::sequence, 710
~triggers
    seq64::triggers, 771
~userfile
    seq64::userfile, 823

about_dialog
    seq64::mainwnd, 351
AbstractPerfInput
    seq64::AbstractPerfInput, 104
activate_adding
    seq64::AbstractPerfInput, 105
    seq64::FruityPerfInput, 210
    seq64::Seq24PerfInput, 585
active
    seq64::midi_control, 381

add
seq64::editable_events, 135, 136
seq64::event_list, 162
seq64::triggers, 773
add_bus
seq64::user_settings, 801
add_chord
seq64::seqroll, 671
seq64::sequence, 725
add_event
seq64::midi_container, 377
seq64::sequence, 725, 726
add_extended_keys_page
seq64::options, 434
add_instrument
seq64::user_settings, 801
add_jack_sync_page
seq64::options, 434
add_keyboard_page
seq64::options, 434
add_long
seq64::midi_container, 376
add_midi_clock_page
seq64::options, 433
add_midi_input_page
seq64::options, 433
add_mouse_page
seq64::options, 434
add_note
seq64::seqroll, 671
seq64::sequence, 724
add_sequence
seq64::perform, 486
add_short
seq64::midi_container, 377
add_trigger
seq64::midifile, 417
seq64::sequence, 726
add_variable
seq64::midi_container, 376
adding
seq64::seqroll, 684
adj_callback_bpm
seq64::mainwnd, 348
adj_callback_ss
seq64::mainwnd, 347
adjust_offset
seq64::sequence, 755
seq64::triggers, 781
adjust_offsets_to_length
seq64::triggers, 773
adjust_timestamp
seq64::sequence, 740
adjust_trigger_offsets_to_length
seq64::sequence, 755
adjustment_dummy
seq64, 85
alias
seq64::user_midi_bus_t, 792
align_selection
seq64::seqroll, 681
all_notes_off
seq64::perform, 514
allow_click_edit
seq64::rc_settings, 570, 573
allow_mod4_mode
seq64::rc_settings, 570, 573
allow_snap_split
seq64::rc_settings, 570, 573
allow_two_perfedits
seq64::user_settings, 807, 811
analyze
seq64::editable_event, 127
any_group_unmutes
seq64::perform, 510
any_selected_notes
seq64::event_list, 167
seq64::sequence, 711
append
seq64::event_list, 163
append_event
seq64::sequence, 726
append_sysex
seq64::event, 150, 151
apply_length
seq64::seqedit, 610
apply_song_transpose
seq64::mainwnd, 350
seq64::perform, 490
seq64::sequence, 716
armed_saved
seq64::perform, 492
at_bpm_dn
seq64::keys_perform, 297
at_bpm_up
seq64::keys_perform, 297
at_event_edit
seq64::keys_perform, 300
at_fast_forward
seq64::keys_perform, 299
at_follow_transport
seq64::keys_perform, 299
at_group_learn
seq64::keys_perform, 298
at_group_off
seq64::keys_perform, 298
at_group_on
seq64::keys_perform, 298
at_keep_queue
seq64::keys_perform, 297
at_menu_mode
seq64::keys_perform, 299
at_pattern_edit
seq64::keys_perform, 300
at_pause
seq64::keys_perform, 299

at_pointer_position
seq64::keys_perform, 300
at_queue
seq64::keys_perform, 297
at_replace
seq64::keys_perform, 297
at_rewind
seq64::keys_perform, 299
at_screenset_dn
seq64::keys_perform, 298
at_screenset_up
seq64::keys_perform, 298
at_set_playing_screenset
seq64::keys_perform, 298
at_show_ui_sequence_key
seq64::keys_perform, 300
at_show_ui_sequence_number
seq64::keys_perform, 300
at_snapshot_1
seq64::keys_perform, 298
at_snapshot_2
seq64::keys_perform, 298
at_song_mode
seq64::keys_perform, 299
at_start
seq64::keys_perform, 299
at_stop
seq64::keys_perform, 300
at_tap_bpm
seq64::keys_perform, 300
at_toggle_jack
seq64::keys_perform, 299
at_toggle_mutes
seq64::keys_perform, 300
auto_option_save
seq64::rc_settings, 569, 572
automutex
seq64::automutex, 107

background_sequence
seq64::sequence, 752
baseline_ppqn
seq64::user_settings, 811
beat_width
seq64::midi_timing, 395
beats
seq64::midi_measures, 388
beats_per_measure
seq64::midi_timing, 395
beats_per_minute
seq64::midi_timing, 395
beats_per_minute_from_tempo_us
seq64, 68
begin
seq64::editable_events, 135
seq64::event_list, 162
bg_color
seq64::gui_palette_gtk2, 244, 245
black
seq64::gui_palette_gtk2, 242
black_key
seq64::gui_palette_gtk2, 244
black_paint
seq64::gui_palette_gtk2, 244
blue
seq64::gui_palette_gtk2, 244
bpm_dn
seq64::keys_perform, 286, 287
bpm_up
seq64::keys_perform, 286
build_details
seq64, 75
build_info_dialog
seq64::mainwnd, 351
bus
seq64::user_settings, 802
bus_count
seq64::user_settings, 802
bus_instrument
seq64::user_settings, 802
bus_name
seq64::user_settings, 802
BussConstIterator
seq64::user_settings, 800
BussIterator
seq64::user_settings, 800
bussbyte
seq64, 55
Busses
seq64::user_settings, 800
button
seq64::click, 111
seq64::options, 431
button_press
seq64::seqroll, 682
button_press_initial
seq64::seqroll, 681
button_release
seq64::seqroll, 682

c_backsequence
seq64, 93
c_bpmtag
seq64, 92
c_chord_number
seq64, 96
c_chord_size
seq64, 97
c_chord_table
seq64, 97
c_chord_table_text
seq64, 96
c_chord_text
seq64, 96
c_controller_names
seq64, 87
c_interval_text
seq64, 96

c_key_text
seq64, 96
c_mainwid_x
seq64, 102
c_mainwid_y
seq64, 102
c_max_busses
seq64, 97
c_max_instruments
seq64, 97
c_midi_control_bpm_dn
seq64, 93
c_midi_control_bpm_up
seq64, 93
c_midi_control_mod_glearn
seq64, 94
c_midi_control_mod_gmute
seq64, 94
c_midi_control_mod_queue
seq64, 94
c_midi_control_mod_replace
seq64, 94
c_midi_control_mod_snapshot
seq64, 94
c_midi_control_play_ss
seq64, 94
c_midi_control_ss_dn
seq64, 93
c_midi_control_ss_up
seq64, 93
c_midi_controls
seq64, 94
c_midi_track_ctrl
seq64, 93
c_midibus
seq64, 91
c_midibus_input_size
seq64, 90
c_midibus_output_size
seq64, 90
c_midibus_sysex_chunk
seq64, 91
c_midich
seq64, 91
c_midiclocks
seq64, 92
c_midictrl
seq64, 92
c_music_scales
seq64, 58
c_musickey
seq64, 92
c_musicscale
seq64, 92
c_mutegroups
seq64, 92
c_notes
seq64, 92
c_perf_bp_mes
seq64, 93
c_perf_bw
seq64, 93
c_scales_policy
seq64, 94
c_scales_text
seq64, 96
c_scales_transpose_dn
seq64, 95
c_scales_transpose_up
seq64, 94
c_status_queue
seq64, 101
c_status_replace
seq64, 101
c_status_snapshot
seq64, 101
c_timesig
seq64, 92
c_transpose
seq64, 93
c_triggers
seq64, 92
c_triggers_new
seq64, 92
calculate_base_sizes
seq64::mainwid, 335
category
seq64::editable_event, 124, 125
category_string
seq64::editable_event, 125
category_t
seq64::editable_event, 121
cc_match
seq64::event, 149
change_event_data_lfo
seq64::sequence, 744
change_event_data_range
seq64::sequence, 743
change_focus
seq64::eventedit, 177
seq64::seqedit, 616
change_horz
seq64::perfroll, 545
seq64::perftime, 559
seq64::seqdata, 594
seq64::seqevent, 636
seq64::seqroll, 679
seq64::seqtime, 697
change_vert
seq64::eventslots, 195
seq64::perfnames, 461
seq64::perfroll, 545
seq64::seqkeys, 648
seq64::seqroll, 679
channel_count
seq64::user_midi_bus, 790

channel_match
seq64::sequence, 756
channel_max
seq64::user_midi_bus, 790
channel_string
seq64::editable_event, 127
char_height
seq64::font, 204
char_width
seq64::font, 203
CharList
seq64::midi_list, 385
CharVector
seq64::midi_vector, 398
check_channel
seq64::event, 144
check_queued_tick
seq64::sequence, 720
checklen
seq64::midifile, 417
choose_file
seq64::mainwnd, 353
choose_ppqn
seq64, 84
clamp
seq64, 86
clamp_track
seq64::perform, 520
clear
seq64::editable_events, 136
seq64::event_list, 164
seq64::midi_container, 376
seq64::midi_list, 386
seq64::midi_vector, 399
seq64::triggers, 780
clear_all
seq64::perform, 485
clear_flags
seq64::seqroll, 683
clear_link
seq64::event, 152
clear_links
seq64::event_list, 165
clear_old
seq64::seqroll, 683
clear_selected
seq64::seqroll, 683
clear_sequence_triggers
seq64::perform, 487
clear_triggers
seq64::sequence, 733
clear_window
seq64::gui_drawingarea_gtk2, 225
click
seq64::click, 109
client
seq64::jack_assistant, 263
client_name
seq64::jack_assistant, 263
client_open
seq64::jack_assistant, 264
client_uuid
seq64::jack_assistant, 263
clip_timestamp
seq64::sequence, 741
clock
seq64::mastermidibus, 364
seq64::midibus, 405
clock_callback_mod
seq64::options, 432
clock_callback_off
seq64::options, 432
clock_callback_on
seq64::options, 432
clock_e
seq64, 58
clock_mod_callback
seq64::options, 432
clock_tick_duration_bogus
seq64, 71
clock_ticks_from_ppqn
seq64, 71
clocks_per_metronome
seq64::perform, 480
seq64::sequence, 715
close_out
seq64::eventedit, 178
collapse
seq64::perfedit, 449
seq64::perform, 507
Color
seq64::font, 202
seq64::gui_palette_gtk2, 241
combine_bytes
seq64::perform, 483
complete_paste
seq64::seqroll, 674, 675
condition_var
seq64::condition_var, 113
config_directory
seq64::rc_settings, 572, 575
config_filename
seq64::rc_settings, 572, 576
config_filename_alt
seq64::rc_settings, 572, 576
config_filespec
seq64::rc_settings, 569
configfile
seq64::configfile, 115
const_iterator
seq64::editable_events, 133
seq64::event_list, 161
seq64::seqmenu, 656
continue_from
seq64::mastermidibus, 365
seq64::midibus, 405

control_height
seq64::user_settings, 806, 810
controller_active
seq64::user_instrument, 786
seq64::user_settings, 803
controller_count
seq64::user_instrument, 785
controller_max
seq64::user_instrument, 785
controller_name
seq64::user_instrument, 785
seq64::user_settings, 803
controllers
seq64::user_instrument_t, 788
controllers_active
seq64::user_instrument_t, 788
convert_drop_xy
seq64::perfroll, 545
convert_sel_box_to_rect
seq64::seqroll, 678
convert_t
seq64::seqevent, 636
convert_tn
seq64::seqroll, 676
convert_tn_box_to_rect
seq64::seqroll, 677
convert_x
seq64::perfroll, 544
seq64::seqdata, 594
seq64::seqevent, 636
convert_xy
seq64::perfroll, 543
seq64::seqroll, 676
convert_y
seq64::eventslots, 194
seq64::perfnames, 460
seq64::seqkeys, 647
copy
seq64::perfedit, 449
seq64::perform, 507
seq64::triggers, 779
copy_definitions
seq64::user_instrument, 787
seq64::user_midi_bus, 791
copy_events
seq64::sequence, 752
copy_selected
seq64::sequence, 738
seq64::triggers, 777
copy_selected_trigger
seq64::sequence, 730
copy_triggers
seq64::perform, 504
seq64::sequence, 732
count
seq64::editable_events, 135
seq64::event_list, 162
seq64::midi_splitter, 392
count_selected_events
seq64::event_list, 167
count_selected_notes
seq64::event_list, 167
create_lash_driver
seq64, 82
create_menu_image
seq64::seqedit, 615
create_menus
seq64::seqedit, 614
create_seqedit
seq64::seqmenu, 659
current_event
seq64::editable_events, 136, 137
current_index
seq64::eventslots, 188
current_screen_set_notepad
seq64::perform, 509
current_seq
seq64::seqmenu, 657
current_x
seq64::gui_drawingarea_gtk2, 224
current_y
seq64::gui_drawingarea_gtk2, 224
cut_selected
seq64::sequence, 738
cut_selected_trigger
seq64::sequence, 730

dark_blue
seq64::gui_palette_gtk2, 243
dark_cyan
seq64::gui_palette_gtk2, 243
dark_green
seq64::gui_palette_gtk2, 243
dark_grey
seq64::gui_palette_gtk2, 243
dark_magenta
seq64::gui_palette_gtk2, 243
dark_orange
seq64::gui_palette_gtk2, 243
dark_red
seq64::gui_palette_gtk2, 243
data
seq64::event, 153
seq64::midi_control, 381
data_string
seq64::editable_event, 127
decrement_beats_per_minute
seq64::perform, 499
decrement_bottom
seq64::eventslots, 197
decrement_current
seq64::eventslots, 196
decrement_data1
seq64::event, 150
decrement_data2
seq64::event, 150
decrement_offset

seq64::trigger, 766
decrement_screenset
seq64::perform, 499
decrement_selected
seq64::sequence, 744
decrement_tick_end
seq64::trigger, 765
decrement_tick_start
seq64::trigger, 765
decrement_top
seq64::eventslots, 196
deinit
seq64::jack_assistant, 258
deinit_in
seq64::midibus, 403
deinit_jack
seq64::perform, 516
del_selected_trigger
seq64::sequence, 730
del_trigger
seq64::sequence, 727
delete_current_event
seq64::eventslots, 190
delete_current_sequence
seq64::seqmenu, 659
delete_lash_driver
seq64, 83
delete_sequence
seq64::perform, 487
delta_time_us_to_ticks
seq64, 70
device_ignore
seq64::rc_settings, 571, 574
device_ignore_num
seq64::rc_settings, 571, 574
divisions
seq64::midi_measures, 388
do_action
seq64::seqedit, 616
done
seq64::midi_container, 375
seq64::midi_list, 386
seq64::midi_vector, 399
double_ticks_from_ppqn
seq64, 71
draw_all
seq64::perfroll, 542
draw_area
seq64::seqkeys, 647
draw_background
seq64::perftime, 559
seq64::seqevent, 634
draw_background_on
seq64::perfroll, 544
draw_background_on_pixmap
seq64::seqroll, 673
draw_drawable
seq64::gui_drawingarea_gtk2, 234
draw_drawable_row
seq64::perfroll, 544
draw_event
seq64::eventslots, 194
draw_events
seq64::eventslots, 195
draw_events_on
seq64::seqdata, 594
seq64::seqevent, 635
seq64::seqroll, 678
draw_events_on_pixmap
seq64::seqdata, 595
seq64::seqevent, 634
seq64::seqroll, 673
draw_key
seq64::seqkeys, 648
draw_line
seq64::gui_drawingarea_gtk2, 225, 227–229
draw_line_on_pixmap
seq64::gui_drawingarea_gtk2, 227
draw_line_on_window
seq64::seqdata, 593
draw_marker_on_sequence
seq64::mainwid, 333
draw_normal_rectangle_on_pixmap
seq64::gui_drawingarea_gtk2, 233
draw_pixmap_on_window
seq64::mainwid, 332
seq64::perftime, 561
seq64::seqdata, 595
seq64::seqevent, 634
seq64::seqtime, 696
draw_progress
seq64::perfroll, 543
draw_progress_on_window
seq64::perftime, 559
seq64::seqroll, 673
seq64::seqtime, 696
draw_rectangle
seq64::gui_drawingarea_gtk2, 230–232
draw_rectangle_on_pixmap
seq64::gui_drawingarea_gtk2, 233
draw_selection_on_window
seq64::seqevent, 634
seq64::seqroll, 673
draw_sequence
seq64::perfnames, 460
draw_sequence_on
seq64::perfroll, 544
draw_sequence_on_pixmap
seq64::mainwid, 334
draw_sequence_pixmap_on_window
seq64::mainwid, 334
draw_sequences
seq64::perfedit, 449
seq64::perfnames, 460
draw_sequences_on_pixmap
seq64::mainwid, 334

draw_type_t
seq64, 59
dref
seq64::editable_events, 135
seq64::event_list, 165
drop_action
seq64::seqroll, 685
drop_event
seq64::seqevent, 635
drop_x
seq64::gui_drawingarea_gtk2, 224
drop_y
seq64::gui_drawingarea_gtk2, 225
dump_midi_input
seq64::mastermidibus, 366
dump_setting_summary
seq64::userfile, 824
dump_summary
seq64::user_settings, 810

EVENT_AFTERTOUCH
seq64, 87
EVENT_ANY
seq64, 87
EVENT_CHANNEL_PRESSURE
seq64, 87
EVENT_CLEAR_CHAN_MASK
seq64, 90
EVENT_CONTROL_CHANGE
seq64, 87
EVENT_GET_CHAN_MASK
seq64, 90
EVENT_MIDI_ACTIVE_SENS
seq64, 89
EVENT_MIDI_CLOCK
seq64, 89
EVENT_MIDI_CONTINUE
seq64, 89
EVENT_MIDI_META
seq64, 90
EVENT_MIDI_QUARTER_FRAME
seq64, 88
EVENT_MIDI_RESET
seq64, 89
EVENT_MIDI_SONG_F4
seq64, 88
EVENT_MIDI_SONG_F5
seq64, 88
EVENT_MIDI_SONG_F9
seq64, 89
EVENT_MIDI_SONG_FD
seq64, 89
EVENT_MIDI_SONG_POS
seq64, 88
EVENT_MIDI_SONG_SELECT
seq64, 88
EVENT_MIDI_START
seq64, 89
EVENT_MIDI_STOP
seq64, 89
EVENT_MIDI_SYSEX_CONTINUE
seq64, 89
EVENT_MIDI_SYSEX_END
seq64, 89
EVENT_MIDI_SYSEX
seq64, 88
EVENT_MIDI_TUNE_SELECT
seq64, 88
EVENT_NOTE_OFF
seq64, 87
EVENT_NOTE_ON
seq64, 87
EVENT_NULL_CHANNEL
seq64, 90
EVENT_PITCH_WHEEL
seq64, 88
EVENT_PROGRAM_CHANGE
seq64, 87
EVENT_STATUS_BIT
seq64, 87
EVENTS_ALL
seq64, 90
EVENTS_UNSELECTED
seq64, 90
edit_action_t
seq64, 59
edit_callback_notepad
seq64::mainwnd, 348
edit_field_has_focus
seq64::mainwnd, 353
editable_event
seq64::editable_event, 122, 123
editable_events
seq64::editable_events, 133
seq64::event_list, 168
empty
seq64::event_list, 162
end
seq64::editable_events, 135
seq64::event_list, 162
enqueue_draw
seq64::eventedit, 175
seq64::eventslots, 194
seq64::perfedit, 445
seq64::perfnames, 460
seq64::perfroll, 545
seq64::perftime, 558
enregister
seq64::perform, 482
enregister_peer
seq64::perfedit, 445
enregister_perfedits
seq64::mainwnd, 350
errdump
seq64::midifile, 424
error_is_fatal
seq64::midifile, 414

error_message
seq64::jack_assistant, 264
seq64::midifile, 414
seq64::optionsfile, 439
event
seq64::event, 142
event_count
seq64::eventslots, 188
seq64::sequence, 712
event_edit
seq64::keys_perform, 291
event_in_range
seq64::sequence, 754
event_key
seq64::event_list::event_key, 157
event_list
seq64::event_list, 161
event_name
seq64::editable_event::name_value_t, 430
event_value
seq64::editable_event::name_value_t, 430
EventStack
seq64::sequence, 709
eventedit
seq64::eventedit, 173
seq64::eventslots, 199
Events
seq64::editable_events, 132
seq64::event_list, 161
events
seq64::editable_events, 134
seq64::event_list, 168
seq64::sequence, 711
EventsPair
seq64::editable_events, 132
seq64::event_list, 161
eventslots
seq64::editable_events, 137
seq64::eventedit, 180
seq64::eventslots, 188
expand
seq64::perfedit, 449
seq64::perform, 507
extract_timing_numbers
seq64, 60

FF_RW_timeout
seq64, 86
seq64::perform, 483
FF_rewind
seq64::perform, 483
fast_forward
seq64::keys_perform, 292
seq64::perfedit, 447
seq64::perform, 485
ff_rw_button_t
seq64::perform, 477
ff_rw_type
seq64::perform, 484
fg_color
seq64::gui_palette_gtk2, 245
file_access
seq64, 75
file_accessible
seq64, 76
file_executable
seq64, 77
file_exists
seq64, 75
file_exit
seq64::mainwnd, 352
file_import_dialog
seq64::mainwnd, 351
file_is_directory
seq64, 77
file_new
seq64::mainwnd, 350
file_open
seq64::mainwnd, 350
file_readable
seq64, 76
file_save
seq64::mainwnd, 351
file_save_as
seq64::mainwnd, 352
file_writable
seq64, 76
filename
seq64::rc_settings, 571, 575
fill
seq64::midi_container, 374
fill_background_pixmap
seq64::perfroll, 542
fill_background_window
seq64::mainwid, 332
fill_meta_track_end
seq64::midi_container, 378
fill_proprietary
seq64::midi_container, 378
fill_seq_name
seq64::midi_container, 377
fill_seq_number
seq64::midi_container, 377
fill_time_sig_and_tempo
seq64::midi_container, 378
fill_top_bar
seq64::seqedit, 614
filter_by_channel
seq64::mastermidibus, 363
seq64::perform, 481
seq64::rc_settings, 571, 574
filter_callback
seq64::options, 432
finish
seq64::perform, 488
flush
seq64::mastermidibus, 364

seq64::midibus, 406
follow_progress
seq64::perfroll, 542
seq64::seqroll, 675
follow_transport
seq64::keys_perform, 292
font
seq64::font, 203
font_render
seq64, 85
force_draw
seq64::gui_drawingarea_gtk2, 225
seq64::seqevent, 634
seq64::seqkeys, 647
seq64::seqroll, 675
format_timestamp
seq64::editable_event, 126
FruityPerfInput
seq64::FruityPerfInput, 207
seq64::perfroll, 550
seq64::triggers, 782
FruitySeqEventInput
seq64::FruitySeqEventInput, 211
seq64::seqevent, 640
FruitySeqRollInput
seq64::FruitySeqRollInput, 214
seq64::seqkeys, 651
seq64::seqroll, 689

g_rc_settings
seq64, 101
g_user_settings
seq64, 101
get
seq64::midi_container, 375
seq64::midi_list, 386
seq64::midi_vector, 399
get_32nds_per_quarter
seq64::perform, 480
seq64::sequence, 715
get_alsa_seq
seq64::mastermidibus, 362
get_beat_width
seq64::jack_assistant, 257
seq64::perform, 480
seq64::sequence, 715
get_beats_per_bar
seq64::perform, 479
seq64::sequence, 715
get_beats_per_measure
seq64::jack_assistant, 257
get_beats_per_minute
seq64::jack_assistant, 257
seq64::mastermidibus, 363
seq64::perform, 490
get_channel
seq64::event, 144
get_client
seq64::midibus, 406
get_clipboard_box
seq64::sequence, 740
get_clock
seq64::mastermidibus, 368
seq64::midibus, 406
get_clock_mod
seq64::midibus, 407
get_current_jack_position
seq64, 81
seq64::perform, 525
get_current_sequence
seq64::seqmenu, 658
get_data
seq64::event, 150
get_editing
seq64::sequence, 717
get_follow_transport
seq64::jack_assistant, 262
seq64::perform, 484
get_group_mute_state
seq64::perform, 494
get_hold_undo
seq64::sequence, 712
get_id
seq64::midibus, 404
get_input
seq64::mastermidibus, 369
seq64::midibus, 406
get_jack_client_info
seq64::jack_assistant, 265
get_jack_mode
seq64::jack_assistant, 262
get_jack_pos
seq64::jack_assistant, 261
get_jack_stop_tick
seq64::jack_assistant, 262
get_jack_tick
seq64::jack_assistant, 261
seq64::perform, 488
get_key_events
seq64::keys_perform, 294
seq64::perform, 495
get_key_events_rev
seq64::keys_perform, 294
seq64::perform, 495
get_key_groups
seq64::keys_perform, 294
seq64::perform, 495
get_key_groups_rev
seq64::keys_perform, 295
seq64::perform, 495
get_keys
seq64::keys_perform, 286
get_last_tick
seq64::sequence, 718
get_left_tick
seq64::perform, 488
get_length

seq64::sequence, 718
get_linked
seq64::event, 152
get_max_trigger
seq64::perform, 507
seq64::sequence, 732
get_maximum
seq64::triggers, 778
get_measures
seq64::seqedit, 611
seq64::sequence, 714
get_midi_bus
seq64::sequence, 733
get_midi_channel
seq64::sequence, 722
get_midi_event
seq64::mastermidibus, 365
get_midi_in_bus_name
seq64::mastermidibus, 363
get_midi_out_bus_name
seq64::mastermidibus, 363
get_minmax_note_events
seq64::sequence, 749
get_name
seq64::midibus, 404
seq64::sequence, 717
get_next_event
seq64::sequence, 749, 750
get_next_note_event
seq64::sequence, 749
get_next_trigger
seq64::sequence, 750
get_note
seq64::event, 153
get_note_velocity
seq64::event, 154
get_num_in_buses
seq64::mastermidibus, 362
get_num_out_buses
seq64::mastermidibus, 362
get_num_selected_events
seq64::sequence, 737
get_num_selected_notes
seq64::sequence, 737
get_offset
seq64::perform, 494
get_playing
seq64::sequence, 719
get_playing_screenset
seq64::perform, 506
get_port
seq64::midibus, 406
get_ppqn
seq64::jack_assistant, 256
seq64::mastermidibus, 363
seq64::sequence, 714
get_quantized_rec
seq64::sequence, 721
get_queued
seq64::sequence, 720
get_queued_tick
seq64::sequence, 720
get_raise
seq64::sequence, 717
get_rank
seq64::event, 155
get_recording
seq64::sequence, 720
get_right_tick
seq64::perform, 489
get_screen_set_notepad
seq64::perform, 509
get_screenset
seq64::perform, 506
get_selected_box
seq64::seqroll, 678
seq64::sequence, 739
get_selected_end
seq64::triggers, 778
get_selected_start
seq64::triggers, 778
get_sequence
seq64::mastermidibus, 366
seq64::perform, 500
seq64::seqmenu, 658
get_song_mute
seq64::sequence, 716
get_start_tick
seq64::perform, 489
get_state
seq64::triggers, 775
get_status
seq64::event, 149
get_sysex
seq64::event, 151
get_sysex_size
seq64::event, 151
get_thru
seq64::sequence, 721
get_tick
seq64::perform, 488
get_timestamp
seq64::event, 144
get_toggle_jack
seq64::perfedit, 446
seq64::perform, 483
get_transposable
seq64::sequence, 717
get_transpose
seq64::perform, 490
get_trigger_count
seq64::sequence, 711
get_trigger_offset
seq64::sequence, 733
get_trigger_paste_tick
seq64::sequence, 711

seq64::triggers, 781
get_trigger_state
seq64::sequence, 728
get_triggers
seq64::sequence, 728
global_seq_feature
seq64::user_settings, 806
gmute_tracks
seq64::user_settings, 804
green
seq64::gui_palette_gtk2, 244
grey
seq64::gui_palette_gtk2, 243
grid_brackets
seq64::user_settings, 804, 808
grid_is_black
seq64::user_settings, 804
grid_is_normal
seq64::user_settings, 804
grid_is_white
seq64::user_settings, 804
grid_style
seq64::user_settings, 803, 808
group_learn
seq64::keys_perform, 290
group_off
seq64::keys_perform, 290
group_on
seq64::keys_perform, 289
grow
seq64::perfedit, 448
seq64::triggers, 774
grow_edit_t
seq64::triggers, 770
grow_selected
seq64::sequence, 745
grow_selected_notes
seq64::seqroll, 681
grow_trigger
seq64::sequence, 727
growing
seq64::seqroll, 684
gs_mainwid_pointer
seq64, 101
gs_perfedit_pointer_0
seq64, 102
gs_perfedit_pointer_1
seq64, 102
Gtk, 43
gtk_drawarea_init
seq64::gui_drawingarea_gtk2, 235
gui
seq64::perform, 481
gui_assistant
seq64::gui_assistant, 217
gui_assistant_gtk2
seq64::gui_assistant_gtk2, 219
gui_drawingarea_gtk2
seq64::gui_drawingarea_gtk2, 223, 224
gui_palette_gtk2
seq64::gui_palette_gtk2, 242
gui_window_gtk2
seq64::gui_window_gtk2, 249

handle_cancel
seq64::eventedit, 178
handle_close
seq64::eventedit, 178
seq64::seqedit, 616
handle_config
seq64::lash, 317
handle_delete
seq64::eventedit, 178
handle_event
seq64::lash, 316
handle_insert
seq64::eventedit, 178
handle_midi_control
seq64::perform, 508
handle_modify
seq64::eventedit, 178
handle_motion_key
seq64::AbstractPerfInput, 105
seq64::FruityPerfInput, 210
seq64::Seq24PerfInput, 585
handle_save
seq64::eventedit, 178
handle_signal
seq64::mainwnd, 347
have_redo
seq64::perform, 507
seq64::sequence, 713
have_undo
seq64::perform, 506
seq64::sequence, 712
height
seq64::gui_drawingarea_gtk2::rect, 582
seq64::rect, 581
help_check
seq64, 73
seq64::rc_settings, 578
highlight
seq64::perform, 500
home_config_directory
seq64::rc_settings, 577
horizontal_adjust
seq64::perfroll, 546
seq64::seqedit, 609
seq64::seqroll, 675
horizontal_set
seq64::perfroll, 547
seq64::seqedit, 610

idle_progress
seq64::maintime, 325
seq64::perftime, 560
seq64::seqroll, 678

seq64::seqtime, 697
idle_redraw
seq64::seqdata, 593
seq64::seqevent, 634
seq64::seqroll, 678
in_range
seq64::midi_control, 382
increment
seq64::midi_splitter, 391
increment_beats_per_minute
seq64::perform, 499
increment_bottom
seq64::eventslots, 197
increment_current
seq64::eventslots, 196
increment_data1
seq64::event, 150
increment_data2
seq64::event, 150
increment_offset
seq64::trigger, 766
increment_screenset
seq64::perform, 500
increment_selected
seq64::sequence, 744
increment_size
seq64::perfroll, 542
seq64::perftime, 558
increment_tick_end
seq64::trigger, 765
increment_tick_start
seq64::trigger, 765
increment_top
seq64::eventslots, 196
info_message
seq64::jack_assistant, 263
init
seq64::font, 203
seq64::jack_assistant, 258
seq64::lash, 316
seq64::mastermidibus, 362
init_before_show
seq64::perfedit, 445
seq64::perfroll, 542
init_clock
seq64::mastermidibus, 365
seq64::midibus, 405
init_in
seq64::midibus, 403
init_in_sub
seq64::midibus, 404
init_jack
seq64::perform, 516
init_out
seq64::midibus, 403
init_out_sub
seq64::midibus, 403
initialize
seq64::midi_splitter, 391
inner_start
seq64::perform, 520
inner_stop
seq64::perform, 520
input_callback
seq64::options, 432
input_func
seq64::perform, 493
input_thread_func
seq64, 83
seq64::perform, 522
insert_event
seq64::eventslots, 189, 190
install_sequence
seq64::perform, 519
install_signal_handlers
seq64::mainwnd, 353
instrument
seq64::user_instrument_t, 788
seq64::user_midi_bus, 790
seq64::user_midi_bus_t, 792
seq64::user_settings, 802
instrument_controller_active
seq64::user_settings, 803
instrument_controller_name
seq64::user_settings, 803
instrument_count
seq64::user_settings, 802
instrument_name
seq64::user_settings, 803
InstrumentConstIterator
seq64::user_settings, 800
InstrumentIterator
seq64::user_settings, 800
Instruments
seq64::user_settings, 800
interaction_method
seq64::rc_settings, 571, 575
interaction_method_t
seq64, 58
intersect
seq64::triggers, 775
intersect_events
seq64::sequence, 730
intersect_notes
seq64::sequence, 729
intersect_triggers
seq64::sequence, 729
invalid_key
seq64, 81
inverse_active
seq64::midi_control, 381
inverse_colors
seq64::user_settings, 808, 812
is
seq64::keystroke, 313
is_active

seq64::perform, 489
is_adding
seq64::AbstractPerfInput, 105
is_adding_pressed
seq64::AbstractPerfInput, 106
is_black_key
seq64::seqkeys, 648
is_channel_msg
seq64::event, 145
is_control_status
seq64::perform, 479
is_current_seq_active
seq64::seqmenu, 658
is_current_seq_in_edit
seq64::seqmenu, 658
is_delete
seq64::keystroke, 313
is_desired_cc_or_not_cc
seq64::event, 146
is_dirty_edit
seq64::perform, 505
seq64::sequence, 721
is_dirty_main
seq64::perform, 504
seq64::sequence, 721
is_dirty_names
seq64::perform, 505
seq64::sequence, 722
is_dirty_perf
seq64::perform, 505
seq64::sequence, 721
is_dumping
seq64::mastermidibus, 366
is_edit_sequence
seq64::perform, 479
seq64::seqmenu, 658
is_exportable
seq64::perform, 506
is_group_learning
seq64::perform, 512
is_inverse
seq64::gui_palette_gtk2, 242
is_jack_master
seq64::perform, 482
is_jack_running
seq64::perform, 482
is_left
seq64::click, 110
is_letter
seq64::keystroke, 313
is_linked
seq64::event, 152
is_marked
seq64::event, 152
is_master
seq64::jack_assistant, 256
is_middle
seq64::click, 110
is_modified
seq64::event_list, 163
seq64::perform, 478, 517
seq64::seqmenu, 657, 658
is_more_input
seq64::mastermidibus, 365
is_mseq_valid
seq64::perform, 519
is_note
seq64::event, 154
is_note_msg
seq64::event, 146
is_note_off
seq64::event, 154
is_note_off_recorded
seq64::event, 154
is_note_on
seq64::event, 154
is_null_midipulse
seq64, 83
is_one_byte_msg
seq64::event, 145
is_painted
seq64::event, 152
is_pattern_playing
seq64::perform, 481, 518
is_press
seq64::click, 110
seq64::keystroke, 312
is_realized
seq64::gui_window_gtk2, 250
is_right
seq64::click, 110
is_running
seq64::jack_assistant, 256
seq64::perform, 481
is_save
seq64::mainwnd, 353
is_screenset_valid
seq64::perform, 517
is_selected
seq64::event, 153
is_seq_valid
seq64::perform, 518
is_sequence_in_edit
seq64::perform, 487
is_smf_0
seq64::perform, 500
seq64::sequence, 722
is_strict_note_msg
seq64::event, 146
is_sysex_special_id
seq64::midifile, 425
is_two_byte_msg
seq64::event, 145
is_valid
seq64::user_instrument, 785
seq64::user_midi_bus, 790

iterator
seq64::editable_events, 132
seq64::event_list, 161
seq64::seqmenu, 656

jack_assistant
seq64::jack_assistant, 256
seq64::perform, 522
jack_frame_rate
seq64::jack_assistant, 262
jack_idle_connect
seq64::gui_assistant, 217
seq64::gui_assistant_gtk2, 219
jack_process_callback
seq64, 81
seq64::jack_assistant, 267
seq64::perform, 524
jack_session_callback
seq64, 81
seq64::jack_assistant, 269
jack_session_uuid
seq64::rc_settings, 572, 575
jack_shutdown
seq64::perform, 524
jack_shutdown_callback
seq64, 78
seq64::jack_assistant, 267
jack_sync_callback
seq64, 78
seq64::jack_assistant, 268
seq64::perform, 523
jack_timebase_callback
seq64, 79
seq64::jack_assistant, 268
seq64::perform, 524
jf_bit
seq64::jack_status_pair_t, 275
jf_meaning
seq64::jack_status_pair_t, 275
js_clock_tick
seq64::jack_scratchpad, 273
js_current_tick
seq64::jack_scratchpad, 273
js_delta_tick_frac
seq64::jack_scratchpad, 274
js_dumping
seq64::jack_scratchpad, 274
js_init_clock
seq64::jack_scratchpad, 274
js_jack_stopped
seq64::jack_scratchpad, 273
js_looping
seq64::jack_scratchpad, 274
js_playback_mode
seq64::jack_scratchpad, 274
js_ticks_converted
seq64::jack_scratchpad, 274
js_ticks_converted_last
seq64::jack_scratchpad, 274
js_ticks_delta
seq64::jack_scratchpad, 274
js_total_tick
seq64::jack_scratchpad, 273

keep_queue
seq64::keys_perform, 287
Key
seq64::editable_events, 132
key
seq64::keystroke, 313
key_name
seq64::keys_perform, 296
seq64::keys_perform_gtk2, 306
seq64::perform, 495
key_press_event
seq64::perftime, 562
keybindentry
seq64::keybindentry, 276
seq64::perform, 522
keys
seq64::gui_assistant, 217
seq64::perform, 481
keys_perform
seq64::keys_perform, 285
keys_perform_gtk2
seq64::keys_perform_gtk2, 306
keystroke
seq64::keystroke, 312
keyval_name
seq64, 81
keyval_normalize
seq64, 82
kpt_bpm_dn
seq64::keys_perform_transfer, 307
kpt_bpm_up
seq64::keys_perform_transfer, 307
kpt_event_edit
seq64::keys_perform_transfer, 309
kpt_fast_forward
seq64::keys_perform_transfer, 310
kpt_follow_transport
seq64::keys_perform_transfer, 310
kpt_group_learn
seq64::keys_perform_transfer, 308
kpt_group_off
seq64::keys_perform_transfer, 308
kpt_group_on
seq64::keys_perform_transfer, 308
kpt_keep_queue
seq64::keys_perform_transfer, 308
kpt_menu_mode
seq64::keys_perform_transfer, 310
kpt_pattern_edit
seq64::keys_perform_transfer, 309
kpt_pause
seq64::keys_perform_transfer, 309
kpt_pointer_position
seq64::keys_perform_transfer, 310

kpt_queue
seq64::keys_perform_transfer, 308
kpt_replace
seq64::keys_perform_transfer, 308
kpt_rewind
seq64::keys_perform_transfer, 310
kpt_screenset_dn
seq64::keys_perform_transfer, 308
kpt_screenset_up
seq64::keys_perform_transfer, 308
kpt_set_playing_screenset
seq64::keys_perform_transfer, 308
kpt_show_ui_sequence_key
seq64::keys_perform_transfer, 309
kpt_show_ui_sequence_number
seq64::keys_perform_transfer, 309
kpt_snapshot_1
seq64::keys_perform_transfer, 308
kpt_snapshot_2
seq64::keys_perform_transfer, 309
kpt_song_mode
seq64::keys_perform_transfer, 309
kpt_start
seq64::keys_perform_transfer, 309
kpt_stop
seq64::keys_perform_transfer, 309
kpt_tap_bpm
seq64::keys_perform_transfer, 309
kpt_toggle_jack
seq64::keys_perform_transfer, 310
kpt_toggle_mutes
seq64::keys_perform_transfer, 310

lash
seq64::lash, 316
lash_driver
seq64, 83
lash_support
seq64::rc_settings, 570, 572
lash_support_callback
seq64::options, 433
lash_timeout_connect
seq64::gui_assistant, 217
seq64::gui_assistant_gtk2, 219
last_used_dir
seq64::rc_settings, 572, 575
launch
seq64::perform, 485
launch_input_thread
seq64::perform, 516
launch_output_thread
seq64::perform, 516
learn_toggle
seq64::mainwnd, 349
seq64::perform, 499
left_right_size
seq64::perform, 489
legacy_format
seq64::rc_settings, 569, 572
length
seq64::trigger, 765
lfownd
seq64::lfownd, 320
seq64::seqdata, 597
light_grey
seq64::gui_palette_gtk2, 243
line_after
seq64::configfile, 116
line_color
seq64::gui_palette_gtk2, 242
line_count
seq64::eventslots, 188
line_increment
seq64::eventslots, 188
line_maximum
seq64::eventslots, 188
link
seq64::event, 151
link_new
seq64::event_list, 165
seq64::sequence, 747
List
seq64::triggers, 769
load_events
seq64::editable_events, 134
seq64::eventslots, 189
load_inverse_palette
seq64::gui_palette_gtk2, 242
lock
seq64::mutex, 429
log2_time_sig_value
seq64, 67
log_main_sequence
seq64::midi_splitter, 391
long_options
seq64, 97
lookup_keyevent_key
seq64::keys_perform, 295
seq64::perform, 496
lookup_keyevent_seq
seq64::keys_perform, 295
seq64::perform, 496
lookup_keygroup_group
seq64::keys_perform, 295
seq64::perform, 497
lookup_keygroup_key
seq64::keys_perform, 295
seq64::perform, 497

m_32nds_per_quarter
seq64::perform, 530
seq64::sequence, 761
m_4bar_offset
seq64::perfroll, 552
seq64::perftime, 563
m_FF_RW_button_type
seq64::perform, 526
m_active

seq64::midi_control, 382
m_adding
seq64::AbstractPerfInput, 106
seq64::Seq24SeqEventInput, 588
seq64::seqroll, 690
m_adding_pressed
seq64::AbstractPerfInput, 106
m_adjust_bpm
seq64::mainwnd, 357
m_adjust_load_offset
seq64::mainwnd, 357
m_adjust_ss
seq64::mainwnd, 357
m_allow_click_edit
seq64::rc_settings, 579
m_allow_mod4_mode
seq64::rc_settings, 578
m_allow_snap_split
seq64::rc_settings, 578
m_allow_two_perfedits
seq64::user_settings, 816
m_alsa_seq
seq64::mastermidibus, 369
m_armed_progress_color
seq64::mainwid, 338
m_armed_saved
seq64::perform, 526
m_armed_statuses
seq64::perform, 526
m_auto_option_save
seq64::rc_settings, 578
m_b_on_c_pixmap
seq64::font, 205
m_b_on_y_pixmap
seq64::font, 205
m_background
seq64::gui_drawingarea_gtk2, 236
m_background_sequence
seq64::seqroll, 692
seq64::sequence, 762
m_background_x
seq64::perfroll, 551
m_bar_width
seq64::maintime, 326
m_beat_length
seq64::perfroll, 552
m_beat_width
seq64::jack_assistant, 272
seq64::maintime, 326
seq64::midi_timing, 396
seq64::perform, 530
m_beats
seq64::midi_measures, 389
m_beats_per_bar
seq64::perform, 530
m_beats_per_measure
seq64::jack_assistant, 272
seq64::midi_timing, 396
m_beats_per_minute
seq64::jack_assistant, 272
seq64::mastermidibus, 370
seq64::midi_timing, 396
m_bg_color
seq64::gui_palette_gtk2, 247
m_bgsequence
seq64::seqedit, 620
m_black
seq64::gui_palette_gtk2, 245
m_black_pixmap
seq64::font, 205
m_blk_key
seq64::gui_palette_gtk2, 247
m_blk_paint
seq64::gui_palette_gtk2, 247
m_blue
seq64::gui_palette_gtk2, 246
m_bottbox
seq64::eventedit, 181
m_bottom_iterator
seq64::eventslots, 201
m_box_height
seq64::maintime, 326
m_box_less_pill
seq64::maintime, 327
m_box_width
seq64::maintime, 326
m_bpm
seq64::perfedit, 455
m_bus
seq64::sequence, 758
m_bus_announce
seq64::mastermidibus, 370
m_buses_in
seq64::mastermidibus, 369
m_buses_in_active
seq64::mastermidibus, 370
m_buses_in_init
seq64::mastermidibus, 370
m_buses_out
seq64::mastermidibus, 369
m_buses_out_active
seq64::mastermidibus, 370
m_buses_out_init
seq64::mastermidibus, 370
m_button
seq64::click, 112
m_button_bpm
seq64::perfedit, 454
seq64::seqedit, 627
m_button_bus
seq64::seqedit, 625
m_button_bw
seq64::perfedit, 454
seq64::seqedit, 627
m_button_cancel
seq64::eventedit, 181

m_button_channel
seq64::seqedit, 625
m_button_chord
seq64::seqedit, 626
m_button_collapse
seq64::perfedit, 453
m_button_copy
seq64::perfedit, 453
m_button_data
seq64::seqedit, 627
m_button_del
seq64::eventedit, 181
m_button_down
seq64::mainwid, 339
m_button_expand
seq64::perfedit, 453
m_button_follow
seq64::perfedit, 454
m_button_grow
seq64::perfedit, 454
m_button_ins
seq64::eventedit, 181
m_button_jack
seq64::perfedit, 454
m_button_jack_connect
seq64::options, 435
m_button_jack_disconnect
seq64::options, 435
m_button_jack_master
seq64::options, 434
m_button_jack_master_cond
seq64::options, 434
m_button_jack_transport
seq64::options, 434
m_button_key
seq64::seqedit, 626
m_button_learn
seq64::mainwnd, 356
m_button_length
seq64::seqedit, 626
m_button_lfo
seq64::seqedit, 624
m_button_loop
seq64::perfedit, 453
m_button_modify
seq64::eventedit, 181
m_button_note_length
seq64::seqedit, 625
m_button_ok
seq64::options, 434
m_button_perfedit
seq64::mainwnd, 357
m_button_play
seq64::mainwnd, 356
seq64::perfedit, 453
m_button_quantize
seq64::seqedit, 624
m_button_rec_vol
seq64::seqedit, 627
m_button_redo
seq64::perfedit, 454
seq64::seqedit, 624
m_button_save
seq64::eventedit, 181
m_button_scale
seq64::seqedit, 626
m_button_sequence
seq64::seqedit, 625
m_button_snap
seq64::perfedit, 453
seq64::seqedit, 625
m_button_stop
seq64::mainwnd, 356
seq64::perfedit, 453
m_button_tools
seq64::seqedit, 625
m_button_undo
seq64::perfedit, 454
seq64::seqedit, 624
m_button_xpose
seq64::perfedit, 452
m_button_zoom
seq64::seqedit, 626
m_bw
seq64::perfedit, 455
m_c_on_b_pixmap
seq64::font, 205
m_call_seq_edit
seq64::mainwnd, 358
m_call_seq_eventedit
seq64::mainwnd, 358
m_category
seq64::editable_event, 129
m_cc
seq64::seqdata, 598
seq64::seqevent, 642
seq64::seqroll, 693
m_cell_h
seq64::font, 204
m_cell_w
seq64::font, 204
m_channel
seq64::event, 155
m_channel_count
seq64::user_midi_bus, 791
m_channel_match
seq64::sequence, 758
m_char_list
seq64::midi_list, 386
seq64::midifile, 426
m_char_vector
seq64::midi_vector, 400
m_char_w
seq64::eventslots, 199
seq64::perfnames, 463
m_chord

seq64::seqedit, 620
seq64::seqroll, 690
m_client
seq64::lash, 317
m_clip_mask
seq64::font, 206
m_clipboard
seq64::seqmenu, 663
seq64::triggers, 782
m_clock_mod
seq64::midibus, 407
m_clock_type
seq64::midibus, 407
m_clocks_per_metronome
seq64::perform, 530
seq64::sequence, 761
m_cond
seq64::condition_var, 114
m_condition_var
seq64::perform, 533
m_config_directory
seq64::rc_settings, 580
m_config_filename
seq64::rc_settings, 580
m_config_filename_alt
seq64::rc_settings, 581
m_control_height
seq64::user_settings, 815
m_control_status
seq64::perform, 532
m_controller_count
seq64::user_instrument, 787
m_current_event
seq64::editable_events, 137
m_current_index
seq64::eventslots, 200
m_current_iterator
seq64::eventslots, 201
m_current_seq
seq64::seqmenu, 663
m_current_x
seq64::FruityPerfInput, 210
seq64::gui_drawingarea_gtk2, 237
m_current_y
seq64::FruityPerfInput, 210
seq64::gui_drawingarea_gtk2, 237
m_current_zoom
seq64::user_settings, 815
m_d
seq64::configfile, 117
m_data
seq64::event, 155
seq64::midi_control, 383
seq64::midifile, 426
m_dest_addr_client
seq64::midibus, 407
m_dest_addr_port
seq64::midibus, 408
m_device_ignore
seq64::rc_settings, 580
m_device_ignore_num
seq64::rc_settings, 580
m_dirty_edit
seq64::sequence, 759
m_dirty_main
seq64::sequence, 759
m_dirty_names
seq64::sequence, 760
m_dirty_perf
seq64::sequence, 760
m_disable_reported
seq64::midifile, 426
m_divisions
seq64::midi_measures, 389
m_divs_per_beat
seq64::perfroll, 551
m_dk_blue
seq64::gui_palette_gtk2, 245
m_dk_cyan
seq64::gui_palette_gtk2, 246
m_dk_green
seq64::gui_palette_gtk2, 245
m_dk_grey
seq64::gui_palette_gtk2, 246
m_dk_magenta
seq64::gui_palette_gtk2, 246
m_dk_orange
seq64::gui_palette_gtk2, 245
m_dk_red
seq64::gui_palette_gtk2, 245
m_dont_reset_ticks
seq64::perform, 532
m_drag_handle
seq64::seqdata, 599
m_drag_paste_start_pos
seq64::FruitySeqRollInput, 215
m_dragging
seq64::seqdata, 599
m_drawing_background_seq
seq64::seqroll, 693
m_drop_sequence
seq64::perfroll, 553
m_drop_tick
seq64::perfroll, 553
m_drop_tick_trigger_offset
seq64::perfroll, 553
m_drop_x
seq64::gui_drawingarea_gtk2, 237
m_drop_y
seq64::gui_drawingarea_gtk2, 237
m_dumping_input
seq64::mastermidibus, 371
m_edit_sequence
seq64::perform, 533
m_editbox
seq64::eventedit, 181

m_editing
seq64::sequence, 760
m_editing_cc
seq64::seqedit, 628
m_editing_status
seq64::seqedit, 628
m_effective_tick
seq64::Seq24PerfInput, 586
m_entry_bpm
seq64::perfedit, 454
seq64::seqedit, 627
m_entry_bus
seq64::seqedit, 625
m_entry_bw
seq64::perfedit, 454
seq64::seqedit, 627
m_entry_channel
seq64::seqedit, 625
m_entry_chord
seq64::seqedit, 627
m_entry_data
seq64::seqedit, 627
m_entry_ev_data_0
seq64::eventedit, 183
m_entry_ev_data_1
seq64::eventedit, 183
m_entry_ev_name
seq64::eventedit, 183
m_entry_ev_timestamp
seq64::eventedit, 182
m_entry_key
seq64::seqedit, 626
m_entry_length
seq64::seqedit, 626
m_entry_name
seq64::seqedit, 628
m_entry_note_length
seq64::seqedit, 626
m_entry_notes
seq64::mainwnd, 357
m_entry_scale
seq64::seqedit, 626
m_entry_sequence
seq64::seqedit, 625
m_entry_snap
seq64::perfedit, 453
seq64::seqedit, 625
m_entry_xpose
seq64::perfedit, 453
m_entry_zoom
seq64::seqedit, 626
m_erase_painting
seq64::FruitySeqRollInput, 215
m_error_is_fatal
seq64::midifile, 426
m_error_message
seq64::midifile, 426
m_event_container
seq64::eventslots, 199
m_event_count
seq64::eventslots, 200
m_eventedit
seq64::seqmenu, 663
m_events
seq64::editable_events, 137
seq64::event_list, 169
seq64::sequence, 757
m_events_clipboard
seq64::sequence, 757
m_events_redo
seq64::sequence, 758
m_events_undo
seq64::sequence, 757
m_events_undo_hold
seq64::sequence, 757
m_eventslots
seq64::eventedit, 180
m_excell_FF_RW
seq64::perform, 526
m_fg_color
seq64::gui_palette_gtk2, 247
m_file_size
seq64::midifile, 425
m_filename
seq64::rc_settings, 580
m_filter_by_channel
seq64::mastermidibus, 371
seq64::rc_settings, 579
m_flash_height
seq64::maintime, 327
m_flash_width
seq64::maintime, 327
m_flash_x
seq64::maintime, 327
m_follow_transport
seq64::jack_assistant, 272
m_font_h
seq64::font, 204
m_font_w
seq64::font, 204
m_foreground
seq64::gui_drawingarea_gtk2, 236
m_format_timestamp
seq64::editable_event, 129
m_fruity_interaction
seq64::perfroll, 553
seq64::seqevent, 640
seq64::seqroll, 689
m_gc
seq64::gui_drawingarea_gtk2, 236
m_global_bgsequence
seq64::midifile, 427
m_global_seq_feature_save
seq64::user_settings, 815
m_gmute_tracks
seq64::user_settings, 819

m_green
seq64::gui_palette_gtk2, 246
m_grey
seq64::gui_palette_gtk2, 246
m_grid_brackets
seq64::user_settings, 814
m_grid_style
seq64::user_settings, 814
m_grow_direction
seq64::perfroll, 554
m_growing
seq64::perfroll, 554
seq64::seqevent, 641
seq64::seqroll, 691
m_gui_support
seq64::perform, 526
m_h_page_increment
seq64::perfroll, 550
m_h_perf_page_increment
seq64::user_settings, 817
m_hadjust
seq64::gui_drawingarea_gtk2, 236
seq64::perfedit, 452
seq64::seqedit, 623
m_has_link
seq64::event, 156
m_have_button_press
seq64::perfroll, 552
m_have_focus
seq64::eventedit, 183
seq64::seqedit, 628
m_have_redo
seq64::perform, 534
seq64::sequence, 757
m_have_undo
seq64::perform, 534
seq64::sequence, 757
m_hbox
seq64::lfownd, 320
seq64::perfedit, 454
seq64::seqedit, 624
m_hbox2
seq64::seqedit, 624
m_hint_key
seq64::seqkeys, 652
m_hint_state
seq64::seqkeys, 651
m_hlbox
seq64::perfedit, 455
m_horizontal_adjust
seq64::seqroll, 689
m_hscroll
seq64::perfedit, 452
m_hscroll_new
seq64::seqedit, 623
m_htopbox
seq64::eventedit, 180
m_id
seq64::midibus, 407
m_image_play
seq64::mainwnd, 356
seq64::perfedit, 453
m_image_transpose
seq64::seqedit, 621
m_in_thread
seq64::perform, 529
m_in_thread_launched
seq64::perform, 529
m_init_clock
seq64::mastermidibus, 370
m_init_input
seq64::mastermidibus, 370
m_initial_chord
seq64::seqedit, 619
m_initial_note_length
seq64::seqedit, 619
m_initial_snap
seq64::seqedit, 619
m_initial_zoom
seq64::seqedit, 619
m_inputing
seq64::midibus, 407
seq64::perform, 529
m_instrument_def
seq64::user_instrument, 787
m_instruments
seq64::user_settings, 814
m_interaction
seq64::perfroll, 554
m_interaction_method
seq64::rc_settings, 580
m_inverse_active
seq64::midi_control, 382
m_inverse_colors
seq64::user_settings, 817
m_is_drag_pasting
seq64::FruitySeqEventInput, 213
seq64::seqroll, 691
m_is_drag_pasting_start
seq64::FruitySeqEventInput, 213
seq64::seqroll, 691
m_is_inverse
seq64::gui_palette_gtk2, 245
m_is_lash_supported
seq64::lash, 317
m_is_modified
seq64::event_list, 169
seq64::perform, 533
m_is_pattern_playing
seq64::perform, 529
m_is_press
seq64::click, 111
seq64::keystroke, 314
m_is_realized
seq64::gui_window_gtk2, 252
m_is_running

seq64::mainwnd, 358
seq64::perfedit, 455
m_is_valid
seq64::user_instrument, 787
seq64::user_midi_bus, 791
m_iterator_draw
seq64::sequence, 758
m_iterator_draw_trigger
seq64::triggers, 782
m_iterator_play_trigger
seq64::triggers, 782
m_jack_asst
seq64::perform, 534
m_jack_client
seq64::jack_assistant, 270
m_jack_client_name
seq64::jack_assistant, 270
m_jack_client_uuid
seq64::jack_assistant, 270
m_jack_frame_current
seq64::jack_assistant, 270
m_jack_frame_last
seq64::jack_assistant, 271
m_jack_frame_rate
seq64::jack_assistant, 271
m_jack_master
seq64::jack_assistant, 271
m_jack_parent
seq64::jack_assistant, 270
m_jack_pos
seq64::jack_assistant, 271
m_jack_running
seq64::jack_assistant, 271
m_jack_session_uuid
seq64::rc_settings, 580
m_jack_stop_tick
seq64::jack_assistant, 272
m_jack_tick
seq64::jack_assistant, 271
seq64::perform, 531
m_jack_transport_state
seq64::jack_assistant, 271
m_jack_transport_state_last
seq64::jack_assistant, 271
m_jsession_ev
seq64::jack_assistant, 271
m_justselected_one
seq64::FruitySeqEventInput, 213
seq64::seqroll, 691
m_key
seq64::keybindentry, 277
seq64::keystroke, 314
seq64::seqedit, 620
seq64::seqkeys, 652
seq64::seqroll, 690
m_key_bpm_dn
seq64::keys_perform, 302
m_key_bpm_up
seq64::keys_perform, 302
m_key_event_edit
seq64::keys_perform, 304
m_key_events
seq64::keys_perform, 301
m_key_events_rev
seq64::keys_perform, 301
m_key_fast_forward
seq64::keys_perform, 304
m_key_follow_transport
seq64::keys_perform, 304
m_key_group_learn
seq64::keys_perform, 303
m_key_group_off
seq64::keys_perform, 303
m_key_group_on
seq64::keys_perform, 303
m_key_groups
seq64::keys_perform, 301
m_key_groups_rev
seq64::keys_perform, 302
m_key_keep_queue
seq64::keys_perform, 302
m_key_menu_mode
seq64::keys_perform, 303
m_key_pattern_edit
seq64::keys_perform, 304
m_key_pause
seq64::keys_perform, 303
m_key_pointer_position
seq64::keys_perform, 304
m_key_queue
seq64::keys_perform, 302
m_key_replace
seq64::keys_perform, 302
m_key_rewind
seq64::keys_perform, 304
m_key_screenset_dn
seq64::keys_perform, 303
m_key_screenset_up
seq64::keys_perform, 302
m_key_set_playing_screenset
seq64::keys_perform, 303
m_key_show_ui_sequence_key
seq64::keys_perform, 301
m_key_show_ui_sequence_number
seq64::keys_perform, 301
m_key_snapshot_1
seq64::keys_perform, 302
m_key_snapshot_2
seq64::keys_perform, 302
m_key_song_mode
seq64::keys_perform, 303
m_key_start
seq64::keys_perform, 303
m_key_stop
seq64::keys_perform, 304
m_key_tap_bpm

seq64::keys_perform, 304
m_key_toggle_jack
seq64::keys_perform, 303
m_key_toggle_mutes
seq64::keys_perform, 304
m_keying
seq64::seqkeys, 652
m_keying_note
seq64::seqkeys, 652
m_keys_perform
seq64::gui_assistant, 218
m_label_category
seq64::eventedit, 182
m_label_channel
seq64::eventedit, 182
m_label_ev_count
seq64::eventedit, 182
m_label_jack_mode
seq64::mainwnd, 357
m_label_modified
seq64::eventedit, 182
m_label_ppqn
seq64::eventedit, 182
m_label_right
seq64::eventedit, 183
m_label_seq_name
seq64::eventedit, 182
m_label_spacer
seq64::eventedit, 182
m_label_time_fmt
seq64::eventedit, 183
m_label_time_sig
seq64::eventedit, 182
m_lash_args
seq64::lash, 317
m_lash_support
seq64::rc_settings, 578
m_last_playing
seq64::mainwid, 339
m_last_tick
seq64::sequence, 760
m_last_tick_x
seq64::mainwid, 339
m_last_used_dir
seq64::rc_settings, 580
m_lasttick
seq64::midibus, 408
m_left_marker_tick
seq64::perftime, 563
m_left_tick
seq64::perform, 531
m_legacy_format
seq64::rc_settings, 578
m_length
seq64::sequence, 761
seq64::triggers, 783
m_lfo_wnd
seq64::seqedit, 624
m_line
seq64::configfile, 117
m_line_color
seq64::gui_palette_gtk2, 247
m_line_count
seq64::eventslots, 200
m_line_maximum
seq64::eventslots, 200
m_line_overlap
seq64::eventslots, 200
m_linked
seq64::event, 156
m_local_addr_client
seq64::midibus, 408
m_local_addr_port
seq64::midibus, 408
m_looping
seq64::perform, 529
m_lt_grey
seq64::gui_palette_gtk2, 247
m_main_cursor
seq64::mainwnd, 356
m_main_time
seq64::mainwnd, 356
m_main_wid
seq64::mainwnd, 355
m_mainperf
seq64::gui_drawingarea_gtk2, 236
seq64::gui_window_gtk2, 251
seq64::options, 434
seq64::seqmenu, 663
m_mainwid_border
seq64::mainwid, 340
seq64::user_settings, 815
m_mainwid_spacing
seq64::mainwid, 340
seq64::user_settings, 815
m_mainwid_x
seq64::mainwid, 340
seq64::user_settings, 820
m_mainwid_y
seq64::mainwid, 340
seq64::user_settings, 820
m_mainwnd_cols
seq64::mainwid, 339
seq64::user_settings, 815
m_mainwnd_rows
seq64::mainwid, 339
seq64::user_settings, 814
m_manual_alsa_ports
seq64::rc_settings, 579
m_marked
seq64::event, 156
m_master_bus
seq64::perform, 528
m_masterbus
seq64::sequence, 758
m_max_busses

seq64::mastermidibus, 369
m_max_sequence
seq64::user_settings, 820
m_max_sets
seq64::mainwid, 340
seq64::perform, 533
seq64::user_settings, 815
m_max_value
seq64::midi_control, 383
m_maxbeats
seq64::sequence, 760
m_measure_length
seq64::perfroll, 552
seq64::perftime, 563
m_measures
seq64::midi_measures, 389
seq64::seqedit, 620
m_menu
seq64::seqmenu, 663
m_menu_bpm
seq64::perfedit, 455
seq64::seqedit, 622
m_menu_bw
seq64::perfedit, 455
seq64::seqedit, 622
m_menu_chords
seq64::seqedit, 622
m_menu_data
seq64::seqedit, 622
m_menu_edit
seq64::mainwnd, 355
m_menu_file
seq64::mainwnd, 355
m_menu_help
seq64::mainwnd, 355
m_menu_key
seq64::seqedit, 622
m_menu_length
seq64::seqedit, 621
m_menu_midibus
seq64::seqedit, 622
m_menu_midich
seq64::seqedit, 622
m_menu_mode
seq64::mainwnd, 358
m_menu_note_length
seq64::seqedit, 621
m_menu_rec_vol
seq64::seqedit, 622
m_menu_scale
seq64::seqedit, 622
m_menu_sequences
seq64::seqedit, 622
m_menu_snap
seq64::perfedit, 452
seq64::seqedit, 621
m_menu_tools
seq64::seqedit, 621
m_menu_view
seq64::mainwnd, 355
m_menu_xpose
seq64::perfedit, 452
m_menu_zoom
seq64::seqedit, 621
m_menubar
seq64::mainwnd, 355
seq64::seqedit, 621
m_midi_beat_width
seq64::user_settings, 819
m_midi_beats_per_measure
seq64::user_settings, 818
m_midi_beats_per_minute
seq64::user_settings, 819
m_midi_bus_def
seq64::user_midi_bus, 791
m_midi_buses
seq64::user_settings, 814
m_midi_buss_override
seq64::user_settings, 819
m_midi_cc_off
seq64::perform, 532
m_midi_cc_on
seq64::perform, 532
m_midi_cc_toggle
seq64::perform, 532
m_midi_channel
seq64::sequence, 758
m_midi_parameters
seq64::editable_events, 137
m_midi_ppqn
seq64::user_settings, 818
m_midiclockpos
seq64::perform, 532
m_midiclockrunning
seq64::perform, 531
m_midiclocktick
seq64::perform, 531
m_min_value
seq64::midi_control, 383
m_mode_group
seq64::perform, 527
m_mode_group_learn
seq64::perform, 527
m_modified
seq64::seqmenu, 663
m_modifier
seq64::click, 112
seq64::keystroke, 314
m_move_delta_x
seq64::seqroll, 691
m_move_delta_y
seq64::seqroll, 692
m_move_snap_offset_x
seq64::seqevent, 642
seq64::seqroll, 692
m_moving

seq64::mainwid, 339
seq64::perfroll, 554
seq64::seqevent, 641
seq64::seqroll, 691
m_moving_init
seq64::seqevent, 641
seq64::seqroll, 691
m_moving_seq
seq64::mainwid, 338
m_musical_key
seq64::sequence, 762
m_musical_scale
seq64::sequence, 762
m_mute_group
seq64::perform, 526
m_mute_group_selected
seq64::perform, 527
m_mutex
seq64::mastermidibus, 371
seq64::midibus, 408
seq64::midifile, 425
seq64::sequence, 763
m_mutex_lock
seq64::mutex, 429
m_name
seq64::configfile, 117
seq64::midibus, 408
seq64::midifile, 426
seq64::sequence, 760
m_name_category
seq64::editable_event, 129
m_name_channel
seq64::editable_event, 130
m_name_data
seq64::editable_event, 130
m_name_meta
seq64::editable_event, 130
m_name_seqspec
seq64::editable_event, 130
m_name_status
seq64::editable_event, 130
m_name_timestamp
seq64::editable_event, 129
m_namebox_w
seq64::perfnames, 463
m_names_chars
seq64::perfnames, 463
m_names_x
seq64::perfnames, 464
m_names_y
seq64::perfnames, 464
seq64::perfroll, 551
m_new_format
seq64::midifile, 427
m_note_length
seq64::seqedit, 620
seq64::seqroll, 690
m_note_off_margin
seq64::sequence, 763
m_note_off_velocity
seq64::sequence, 762
m_note_on_velocity
seq64::sequence, 762
m_notebook
seq64::options, 435
m_notes_on
seq64::sequence, 758
m_notify
seq64::perform, 534
m_num_in_buses
seq64::mastermidibus, 369
m_num_out_buses
seq64::mastermidibus, 369
m_num_poll_descriptors
seq64::mastermidibus, 371
m_number_h
seq64::seqdata, 598
m_number_offset_y
seq64::seqdata, 598
m_number_w
seq64::seqdata, 598
m_numbers
seq64::seqdata, 599
m_offset
seq64::font, 204
seq64::perform, 532
seq64::trigger, 766
m_old
seq64::seqdata, 599
seq64::seqevent, 641
seq64::seqroll, 689
m_old_progress_ticks
seq64::perfroll, 552
m_old_seq
seq64::mainwid, 339
m_one_measure
seq64::perform, 530
m_options
seq64::mainwnd, 356
m_optsbox
seq64::eventedit, 181
m_orange
seq64::gui_palette_gtk2, 246
m_out_thread
seq64::perform, 528
m_out_thread_launched
seq64::perform, 529
m_outputing
seq64::perform, 529
m_padded_h
seq64::font, 204
m_page_factor
seq64::perfroll, 551
m_pager_index
seq64::eventslots, 201
m_painted

seq64::event, 156
m_painting
seq64::seqevent, 642
seq64::seqroll, 691
m_parent
seq64::editable_event, 129
seq64::eventslots, 199
seq64::perfnames, 463
seq64::perfroll, 550
seq64::perftime, 563
seq64::sequence, 757
seq64::triggers, 782
m_pass_sysex
seq64::rc_settings, 579
m_paste
seq64::seqevent, 642
seq64::seqroll, 691
m_paste_tick
seq64::triggers, 783
m_peer_perfedit
seq64::perfedit, 451
m_perf
seq64::keybindentry, 277
m_perf_edit
seq64::mainwnd, 356
m_perf_edit_2
seq64::mainwnd, 356
m_perf_scale_x
seq64::perfroll, 551
seq64::perftime, 564
m_perfnames
seq64::perfedit, 452
m_perform
seq64::lash, 317
m_perfroll
seq64::perfedit, 452
m_perftime
seq64::perfedit, 452
m_phase
seq64::lfownd, 321
m_pill_width
seq64::maintime, 326
m_pixmap
seq64::font, 205
seq64::gui_drawingarea_gtk2, 236
m_playback_mode
seq64::perform, 529
m_playing
seq64::sequence, 759
m_playing_notes
seq64::sequence, 759
m_playing_screen
seq64::perform, 527
m_playscreen_offset
seq64::perform, 527
m_poll_descriptors
seq64::mastermidibus, 371
m_pos
seq64::midifile, 426
seq64::seqroll, 689
m_position_for_get
seq64::midi_container, 379
m_pp_eighth
seq64::seqedit, 620
m_pp_sixteenth
seq64::seqedit, 621
m_pp_whole
seq64::seqedit, 620
m_ppqn
seq64::jack_assistant, 272
seq64::maintime, 327
seq64::mainwnd, 355
seq64::mastermidibus, 370
seq64::midi_splitter, 393
seq64::midi_timing, 396
seq64::midibus, 407
seq64::midifile, 427
seq64::perfedit, 455
seq64::perform, 530
seq64::perfroll, 551
seq64::perftime, 563
seq64::seqedit, 620
seq64::seqevent, 640
seq64::seqroll, 690
seq64::seqtime, 698
seq64::sequence, 761
seq64::triggers, 783
m_print_keys
seq64::rc_settings, 580
m_priority
seq64::rc_settings, 579
m_progress_bar_colored
seq64::user_settings, 817
m_progress_bar_thick
seq64::user_settings, 817
m_progress_color
seq64::gui_palette_gtk2, 247
m_progress_height
seq64::mainwid, 341
m_progress_x
seq64::seqroll, 692
m_quantized_rec
seq64::sequence, 759
m_queue
seq64::mastermidibus, 370
seq64::midibus, 408
m_queued
seq64::sequence, 759
m_queued_tick
seq64::sequence, 760
m_raise
seq64::sequence, 760
m_range
seq64::lfownd, 321
m_rank
seq64::event_list::event_key, 158

m_rec_vol
seq64::sequence, 762
m_recording
seq64::sequence, 759
m_red
seq64::gui_palette_gtk2, 246
m_redo_stack
seq64::triggers, 782
m_redo_vect
seq64::perform, 534
m_redraw_period_ms
seq64::gui_window_gtk2, 252
m_reposition
seq64::perform, 526
m_reveal_alsa_ports
seq64::rc_settings, 580
m_right_marker_tick
seq64::perftime, 564
m_right_tick
seq64::perform, 531
m_rightbox
seq64::eventedit, 181
m_roll_length_ticks
seq64::perfroll, 553
m_running
seq64::perform, 529
m_safety_mutex
seq64::automutex, 108
m_save_user_config
seq64::user_settings, 821
m_scale
seq64::seqedit, 620
seq64::seqkeys, 652
seq64::seqroll, 690
m_scale_phase
seq64::lfownd, 321
m_scale_range
seq64::lfownd, 321
m_scale_speed
seq64::lfownd, 321
m_scale_value
seq64::lfownd, 321
m_scale_wave
seq64::lfownd, 321
m_screen_set_notepad
seq64::perform, 532
m_screenset
seq64::mainwid, 339
seq64::perform, 532
m_screenset_offset
seq64::mainwid, 341
m_screenset_slots
seq64::mainwid, 341
m_scroll_offset_key
seq64::seqkeys, 651
seq64::seqroll, 692
m_scroll_offset_ticks
seq64::seqdata, 598
seq64::seqevent, 641
seq64::seqroll, 692
seq64::seqtime, 698
m_scroll_offset_x
seq64::seqdata, 598
seq64::seqevent, 641
seq64::seqroll, 692
seq64::seqtime, 698
m_scroll_offset_y
seq64::seqkeys, 651
seq64::seqroll, 692
m_selected
seq64::event, 156
seq64::seqevent, 641
seq64::seqroll, 689
seq64::trigger, 767
m_selecting
seq64::seqevent, 641
seq64::seqroll, 690
m_seq
seq64::eventedit, 183
seq64::eventslots, 199
seq64::lfownd, 320
seq64::mastermidibus, 371
seq64::midibus, 407
seq64::seqdata, 598
seq64::seqedit, 621
seq64::seqevent, 640
seq64::seqkeys, 651
seq64::seqroll, 689
seq64::seqtime, 698
m_seq24_interaction
seq64::perfroll, 554
seq64::seqevent, 640
m_seq_number
seq64::sequence, 761
m_seqarea_seq_x
seq64::mainwid, 340
seq64::user_settings, 820
m_seqarea_seq_y
seq64::mainwid, 340
seq64::user_settings, 820
m_seqarea_x
seq64::mainwid, 339
seq64::user_settings, 820
m_seqarea_y
seq64::mainwid, 340
seq64::user_settings, 820
m_seqchars_x
seq64::user_settings, 818
m_seqchars_y
seq64::user_settings, 818
m_seqdata
seq64::lfownd, 320
m_seqdata_wid
seq64::seqedit, 623
seq64::seqevent, 641
m_seqedit

seq64::seqmenu, 663
m_seqedit_bgsequence
seq64::user_settings, 816
m_seqedit_key
seq64::user_settings, 816
m_seqedit_scale
seq64::user_settings, 816
m_seqevent_wid
seq64::seqedit, 623
m_seqkeys_wid
seq64::seqedit, 623
seq64::seqroll, 689
m_seqroll_wid
seq64::seqedit, 623
m_seqs
seq64::perform, 527
m_seqs_active
seq64::perform, 527
m_seqs_in_set
seq64::perfnames, 464
seq64::perform, 533
seq64::user_settings, 819
m_seqtime_wid
seq64::seqedit, 623
m_sequence
seq64::editable_events, 137
seq64::midi_container, 379
m_sequence_active
seq64::perfnames, 464
seq64::perfroll, 553
m_sequence_count
seq64::perform, 533
m_sequence_max
seq64::perfnames, 464
seq64::perform, 533
seq64::perfroll, 553
m_sequence_offset
seq64::perfnames, 464
seq64::perfroll, 552
m_sequence_state
seq64::perform, 528
m_setbox_w
seq64::eventslots, 199
seq64::perfnames, 463
m_show_midi
seq64::rc_settings, 579
m_show_octave_letters
seq64::seqkeys, 652
m_showbox
seq64::eventedit, 181
m_sigpipe
seq64::mainwnd, 355
m_size_box_w
seq64::perfroll, 551
m_slot
seq64::keybindentry, 277
m_slots_chars
seq64::eventslots, 199
m_slots_x
seq64::eventslots, 200
m_slots_y
seq64::eventslots, 200
m_smf0_channels
seq64::midi_splitter, 393
m_smf0_channels_count
seq64::midi_splitter, 393
m_smf0_main_sequence
seq64::midi_splitter, 393
m_smf0_seq_number
seq64::midi_splitter, 393
m_smf0_splitter
seq64::midifile, 427
m_snap
seq64::perfedit, 455
seq64::perfroll, 550
seq64::perftime, 563
seq64::seqedit, 620
seq64::seqevent, 640
seq64::seqroll, 690
m_snap_tick
seq64::sequence, 761
m_song_mute
seq64::sequence, 758
m_song_start_mode
seq64::perform, 525
m_speed
seq64::lfownd, 321
m_spinbutton_bpm
seq64::mainwnd, 357
m_spinbutton_load_offset
seq64::mainwnd, 357
m_spinbutton_ss
seq64::mainwnd, 357
m_standard_bpm
seq64::perfedit, 456
m_start_from_perfedit
seq64::perform, 525
m_starting_tick
seq64::perform, 531
m_stats
seq64::rc_settings, 579
m_status
seq64::event, 155
seq64::midi_control, 382
seq64::seqdata, 598
seq64::seqevent, 642
seq64::seqroll, 693
m_sysex
seq64::event, 156
m_sysex_size
seq64::event, 156
m_table
seq64::eventedit, 180
seq64::perfedit, 451
seq64::seqedit, 624
m_text_size_x

seq64::mainwid, 340
m_text_size_y
seq64::mainwid, 340
m_text_x
seq64::user_settings, 818
m_text_y
seq64::user_settings, 818
m_thru
seq64::sequence, 759
m_tick
seq64::maintime, 327
seq64::perform, 531
m_tick_end
seq64::trigger, 766
m_tick_offset
seq64::perftime, 563
m_tick_start
seq64::trigger, 766
m_ticks_per_bar
seq64::perfroll, 551
m_time_beat_width
seq64::sequence, 761
m_time_beats_per_measure
seq64::sequence, 761
m_timearea_y
seq64::perftime, 564
m_timeout_connect
seq64::mainwnd, 358
m_timestamp
seq64::event, 155
seq64::event_list::event_key, 158
m_toggle_jack
seq64::jack_assistant, 272
m_toggle_play
seq64::seqedit, 627
m_toggle_q_rec
seq64::seqedit, 628
m_toggle_record
seq64::seqedit, 628
m_toggle_thru
seq64::seqedit, 628
m_toggle_transpose
seq64::seqedit, 621
m_tooltips
seq64::mainwnd, 355
seq64::options, 434
seq64::perfedit, 455
seq64::seqedit, 627
m_top_index
seq64::eventslots, 200
m_top_iterator
seq64::eventslots, 200
m_total_seqs
seq64::user_settings, 819
m_tracks_mute_state
seq64::perform, 526
m_trans_button_press
seq64::perfroll, 552
seq64::seqroll, 692
m_transport_follow
seq64::perfroll, 552
seq64::seqroll, 692
m_transposable
seq64::sequence, 758
m_transpose
seq64::perform, 528
m_trigger_copied
seq64::triggers, 782
m_trigger_offset
seq64::sequence, 760
m_triggers
seq64::sequence, 757
seq64::triggers, 782
m_type
seq64::keybindentry, 277
m_undo_stack
seq64::triggers, 782
m_undo_vect
seq64::perform, 534
m_us_per_quarter_note
seq64::perform, 530
seq64::sequence, 762
m_use_default_ppqn
seq64::midi_splitter, 393
seq64::midifile, 427
m_use_more_icons
seq64::user_settings, 817
m_use_new_font
seq64::font, 204
seq64::user_settings, 816
m_usemidiclock
seq64::perform, 531
m_user_filename
seq64::rc_settings, 581
m_user_filename_alt
seq64::rc_settings, 581
m_v_page_increment
seq64::perfroll, 550
m_v_perf_page_increment
seq64::user_settings, 817
m_vadjust
seq64::eventedit, 180
seq64::gui_drawingarea_gtk2, 236
seq64::perfedit, 452
seq64::seqedit, 623
m_value
seq64::lfownd, 321
m_vbox
seq64::seqedit, 624
m_vector_sequence
seq64::mastermidibus, 371
m_vertical_adjust
seq64::seqroll, 689
m_vscroll
seq64::eventedit, 180
seq64::perfedit, 452

m_vscroll_new
seq64::seqedit, 623
m_was_active_edit
seq64::perform, 528
m_was_active_main
seq64::perform, 528
m_was_active_names
seq64::perform, 528
m_was_active_perf
seq64::perform, 528
m_was_playing
seq64::sequence, 759
m_wave
seq64::lfownd, 322
m_wave_name
seq64::lfownd, 321
m_white
seq64::gui_palette_gtk2, 246
m_white_pixmap
seq64::font, 205
m_wht_key
seq64::gui_palette_gtk2, 247
m_wht_paint
seq64::gui_palette_gtk2, 247
m_window
seq64::gui_drawingarea_gtk2, 236
m_window_redraw_rate_ms
seq64::user_settings, 817
m_window_x
seq64::gui_drawingarea_gtk2, 237
seq64::gui_window_gtk2, 251
m_window_y
seq64::gui_drawingarea_gtk2, 237
seq64::gui_window_gtk2, 251
m_with_jack_master
seq64::rc_settings, 579
m_with_jack_master_cond
seq64::rc_settings, 579
m_with_jack_transport
seq64::rc_settings, 579
m_x
seq64::click, 111
m_xy_offset
seq64::perfnames, 464
m_y
seq64::click, 111
m_y_on_b_pixmap
seq64::font, 205
m_yellow
seq64::gui_palette_gtk2, 246
m_zoom
seq64::perfroll, 551
seq64::seqdata, 598
seq64::seqedit, 619
seq64::seqevent, 640
seq64::seqroll, 690
seq64::seqtime, 698
maintime
seq64::maintime, 325
mainwid
seq64::mainwid, 331
mainwid_border
seq64::user_settings, 805, 810
mainwid_grid_style_t
seq64::user_settings, 800
mainwid_spacing
seq64::user_settings, 805, 810
mainwid_x
seq64::user_settings, 806
mainwid_y
seq64::user_settings, 806
mainwnd
seq64::maintime, 326
seq64::mainwid, 338
seq64::mainwnd, 346
seq64::perform, 522
seq64::rc_settings, 577
seq64::seqmenu, 662
mainwnd_cols
seq64::user_settings, 804, 808
mainwnd_key_event
seq64::perform, 502
mainwnd_rows
seq64::user_settings, 804, 808
make_clock
seq64::event, 153
make_directory
seq64, 77
make_section_name
seq64, 85
manual_alsa_ports
seq64::rc_settings, 571, 574
mark
seq64::event, 152
mark_all
seq64::event_list, 166
mark_out_of_range
seq64::event_list, 166
mark_selected
seq64::event_list, 166
seq64::sequence, 746
master_bus
seq64::perform, 481
mastermidibus
seq64::mastermidibus, 361
seq64::midibus, 407
match
seq64::midi_control, 382
max_active_set
seq64::perform, 516
max_sequence
seq64::user_settings, 804
max_sets
seq64::user_settings, 804, 809
max_value
seq64::midi_control, 381

max_zoom
seq64::user_settings, 811
mc_baseline_ppqn
seq64::user_settings, 821
mc_max_zoom
seq64::user_settings, 821
mc_min_zoom
seq64::user_settings, 821
measures
seq64::midi_measures, 388
measures_to_ticks
seq64, 72
seq64::sequence, 715
measurestring_to_pulses
seq64, 63
menu_mode
seq64::keys_perform, 292
merge
seq64::event_list, 164
meta_string
seq64::editable_event, 127
midi_beat_width
seq64::user_settings, 811, 813
midi_beats_per_bar
seq64::user_settings, 810, 813
midi_beats_per_minute
seq64::user_settings, 811, 813
midi_buss_override
seq64::user_settings, 811, 812
midi_container
seq64::event_list, 168
seq64::midi_container, 374
seq64::triggers, 781
midi_control
seq64::midi_control, 381
midi_control_off
seq64::perform, 508
midi_control_on
seq64::perform, 508
midi_control_toggle
seq64::perform, 508
midi_list
seq64::midi_list, 385
midi_measures
seq64::midi_measures, 387
midi_measures_to_pulses
seq64, 64
midi_ppqn
seq64::user_settings, 810, 812
midi_splitter
seq64::event_list, 168
seq64::midi_splitter, 390
midi_timing
seq64::midi_timing, 394
midi_vector
seq64::midi_vector, 398
midibus
seq64::midibus, 402
midibyte
seq64, 55
midifile
seq64::event_list, 168
seq64::midi_container, 379
seq64::midifile, 411
seq64::perform, 522
seq64::triggers, 781
midilong
seq64, 56
midipulse
seq64, 56
midishort
seq64, 55
min
seq64, 85
min_value
seq64::midi_control, 381
min_zoom
seq64::user_settings, 811
mod_control
seq64::click, 111
seq64::keystroke, 314
mod_control_shift
seq64::click, 111
seq64::keystroke, 314
mod_last_tick
seq64::sequence, 719
mod_super
seq64::click, 111
seq64::keystroke, 314
mod_timestamp
seq64::event, 147
modifier
seq64::click, 111
seq64::keystroke, 314
modify
seq64::perform, 478
seq64::sequence, 712
modify_current_event
seq64::eventslots, 191
motion_notify
seq64::seqroll, 682
mouse_action
seq64::seqedit, 616
mouse_action_e
seq64, 59
mouse_click_edit_callback
seq64::options, 433
mouse_fruity_callback
seq64::options, 433
mouse_mod4_callback
seq64::options, 433
mouse_seq24_callback
seq64::options, 433
mouse_snap_split_callback
seq64::options, 433
move

seq64::triggers, 778
move_selected
seq64::triggers, 777
move_selected_notes
seq64::seqroll, 679
seq64::sequence, 741
move_selected_triggers_to
seq64::sequence, 731
move_selection_box
seq64::seqroll, 679
move_triggers
seq64::perform, 503
seq64::sequence, 732
moving
seq64::seqroll, 685
multiply_pattern
seq64::sequence, 752
musical_key
seq64::sequence, 752
musical_scale
seq64::sequence, 752
mute_all_tracks
seq64::perform, 492
seq64::seqmenu, 662
mute_group_offset
seq64::perform, 518
mute_group_tracks
seq64::perform, 510
mute_op_t
seq64::perform, 477
mute_screenset
seq64::perform, 492
mutex
seq64::mutex, 429

name
seq64::sequence, 717
seq64::user_instrument, 785
seq64::user_midi_bus, 790
name_change_callback
seq64::seqedit, 612
name_to_value
seq64::editable_event, 124
new_current_sequence
seq64::seqmenu, 658
new_file
seq64::mainwnd, 353
new_open_error_dialog
seq64::mainwnd, 352
new_sequence
seq64::perform, 486
seq64::seqmenu, 658
next
seq64::triggers, 780
next_data_line
seq64::configfile, 115
next_trigger
seq64::triggers, 780
non_cc_match
seq64::event, 149
normal_action
seq64::seqroll, 684
normalize
seq64::user_settings, 801
note_off_length
seq64::seqroll, 671
note_off_margin
seq64::sequence, 754
number
seq64::sequence, 711

off_playing_notes
seq64::sequence, 748
off_queued
seq64::sequence, 719
off_sequences
seq64::perform, 513
offset
seq64::trigger, 766
on_button_press_event
seq64::AbstractPerfInput, 105
seq64::FruityPerfInput, 207
seq64::FruitySeqEventInput, 211
seq64::FruitySeqRollInput, 214
seq64::Seq24PerfInput, 584
seq64::Seq24SeqEventInput, 587
seq64::eventslots, 197
seq64::mainwid, 336
seq64::perfnames, 461
seq64::perfroll, 548
seq64::perftime, 561
seq64::seqdata, 595
seq64::seqevent, 637
seq64::seqkeys, 649
seq64::seqroll, 685
seq64::seqtime, 697
on_button_release_event
seq64::AbstractPerfInput, 105
seq64::FruityPerfInput, 208
seq64::FruitySeqEventInput, 212
seq64::FruitySeqRollInput, 214
seq64::Seq24PerfInput, 584
seq64::Seq24SeqEventInput, 587
seq64::eventslots, 197
seq64::mainwid, 337
seq64::perfnames, 462
seq64::perfroll, 548
seq64::perftime, 562
seq64::seqdata, 596
seq64::seqevent, 638
seq64::seqkeys, 649
seq64::seqroll, 686
seq64::seqtime, 698
on_delete_event
seq64::eventedit, 180
seq64::mainwnd, 354
seq64::perfedit, 451
seq64::seqedit, 617

on_enter_notify_event
seq64::seqkeys, 650
seq64::seqroll, 688
on_expose_event
seq64::eventslots, 197
seq64::maintime, 326
seq64::mainwid, 336
seq64::perfnames, 461
seq64::perfroll, 548
seq64::perftime, 561
seq64::seqdata, 595
seq64::seqevent, 637
seq64::seqkeys, 649
seq64::seqroll, 685
seq64::seqtime, 697
on_focus_in_event
seq64::eventedit, 179
seq64::eventslots, 198
seq64::mainwid, 338
seq64::perfroll, 549
seq64::seqedit, 617
seq64::seqevent, 639
seq64::seqroll, 686
on_focus_out_event
seq64::eventedit, 179
seq64::eventslots, 198
seq64::lfownd, 320
seq64::mainwid, 338
seq64::perfroll, 549
seq64::seqedit, 617
seq64::seqevent, 639
seq64::seqroll, 687
on_frame_down
seq64::eventslots, 198
on_frame_end
seq64::eventslots, 199
on_frame_home
seq64::eventslots, 199
on_frame_up
seq64::eventslots, 198
on_grouplearnchange
seq64::mainwnd, 354
seq64::performcallback, 536
on_key_press_event
seq64::eventedit, 179
seq64::keybindentry, 277
seq64::mainwnd, 354
seq64::perfedit, 451
seq64::perfroll, 549
seq64::seqedit, 618
seq64::seqevent, 639
seq64::seqroll, 687
on_key_release_event
seq64::mainwnd, 354
seq64::perfedit, 451
on_leave_notify_event
seq64::seqdata, 596
seq64::seqkeys, 650
seq64::seqroll, 688
on_left_button_pressed
seq64::FruityPerfInput, 209
on_motion_notify_event
seq64::AbstractPerfInput, 105
seq64::FruityPerfInput, 208
seq64::FruitySeqEventInput, 212
seq64::FruitySeqRollInput, 215
seq64::Seq24PerfInput, 585
seq64::Seq24SeqEventInput, 588
seq64::mainwid, 337
seq64::perfroll, 548
seq64::seqdata, 596
seq64::seqevent, 638
seq64::seqkeys, 650
seq64::seqroll, 686
on_move_down
seq64::eventslots, 198
on_move_up
seq64::eventslots, 198
on_queued
seq64::sequence, 720
on_realize
seq64::eventedit, 179
seq64::eventslots, 197
seq64::gui_drawingarea_gtk2, 235
seq64::gui_window_gtk2, 251
seq64::maintime, 325
seq64::mainwid, 336
seq64::perfedit, 450
seq64::perfnames, 461
seq64::perfroll, 547
seq64::perftime, 561
seq64::seqdata, 595
seq64::seqedit, 617
seq64::seqevent, 637
seq64::seqkeys, 649
seq64::seqmenu, 662
seq64::seqroll, 685
seq64::seqtime, 697
on_right_button_pressed
seq64::FruityPerfInput, 209
on_scroll_event
seq64::eventslots, 198
seq64::perfnames, 462
seq64::perfroll, 548
seq64::seqdata, 596
seq64::seqedit, 617
seq64::seqkeys, 650
seq64::seqroll, 687
on_set_focus
seq64::eventedit, 179
seq64::seqedit, 617
on_size_allocate
seq64::eventslots, 198
seq64::perfnames, 462
seq64::perfroll, 549
seq64::perftime, 562

seq64::seqdata, 597
seq64::seqevent, 639
seq64::seqkeys, 651
seq64::seqroll, 688
seq64::seqtime, 697
on_size_request
seq64::perfroll, 550
open_file
seq64::mainwnd, 347
open_performance_edit
seq64::mainwnd, 349
open_performance_edit_2
seq64::mainwnd, 350
operator<
seq64::event, 143
seq64::event_list::event_key, 158
seq64::trigger, 764
operator=
seq64::automutex, 107
seq64::click, 110
seq64::editable_event, 124
seq64::editable_events, 134
seq64::event, 143
seq64::event_list, 162
seq64::gui_drawingarea_gtk2, 224
seq64::keystroke, 312
seq64::maintime, 325
seq64::rc_settings, 569
seq64::sequence, 710
seq64::triggers, 771
seq64::user_instrument, 784
seq64::user_midi_bus, 789
seq64::user_settings, 801
options
seq64::keybindentry, 277
seq64::keys_perform, 301
seq64::options, 432
seq64::perform, 522
seq64::rc_settings, 577
options_dialog
seq64::mainwnd, 351
optionsfile
seq64::keys_perform, 301
seq64::optionsfile, 436
seq64::perform, 522
seq64::rc_settings, 577
orange
seq64::gui_palette_gtk2, 244
output
seq64::jack_assistant, 260
output_func
seq64::perform, 493
output_thread_func
seq64, 83
seq64::perform, 523

padded_height
seq64::font, 204
page_movement
seq64::eventslots, 195
page_topper
seq64::eventslots, 196
pager_index
seq64::eventslots, 188
paint
seq64::event, 152
parent
seq64::editable_event, 124
seq64::jack_assistant, 256
parse
seq64::configfile, 116
seq64::midifile, 412
seq64::optionsfile, 436
seq64::userfile, 823
parse_command_line_options
seq64, 74
seq64::rc_settings, 577
parse_options_files
seq64, 73
parse_prop_header
seq64::midifile, 415
parse_proprietary_track
seq64::midifile, 416
parse_smf_0
seq64::midifile, 414
parse_smf_1
seq64::midifile, 414
partial_assign
seq64::sequence, 710
pass_sysex
seq64::rc_settings, 570, 573
paste
seq64::triggers, 777
paste_selected
seq64::sequence, 738
paste_trigger
seq64::sequence, 731
pattern_edit
seq64::keys_perform, 291
pause
seq64::keys_perform, 290
seq64::sequence, 748
pause_key
seq64::perform, 499
pause_playing
seq64::mainwnd, 349
seq64::perfedit, 450
seq64::perform, 498
perf
seq64::gui_drawingarea_gtk2, 225
seq64::gui_window_gtk2, 250
seq64::options, 432
perf_h_page_increment
seq64::user_settings, 807, 811
perf_modify
seq64::eventedit, 176
perf_v_page_increment

seq64::user_settings, 807, 812
perfedit
seq64::perfedit, 444
seq64::perfnames, 463
seq64::perform, 522
seq64::perfroll, 550
seq64::perftime, 563
perfnames
seq64::perfnames, 459
perform
seq64::keys_perform, 301
seq64::perform, 477
seq64::sequence, 756
perfroll
seq64::AbstractPerfInput, 106
seq64::FruityPerfInput, 210
seq64::Seq24PerfInput, 586
seq64::perform, 522
seq64::perfroll, 541
perfroll_key_event
seq64::perform, 502
perftime
seq64::perftime, 557
pixel_to_tick
seq64::perftime, 560
play
seq64::mastermidibus, 367
seq64::midibus, 404
seq64::perform, 515
seq64::sequence, 723
seq64::triggers, 772
play_change_callback
seq64::seqedit, 612
play_note_off
seq64::sequence, 747
play_note_on
seq64::sequence, 747
play_queue
seq64::sequence, 723
playback_key_event
seq64::perform, 503
pointer_position
seq64::keys_perform, 293
poll_for_midi
seq64::mastermidibus, 365
pop_redo
seq64::sequence, 713
seq64::triggers, 772
pop_trigger_redo
seq64::perform, 504
seq64::sequence, 714
pop_trigger_undo
seq64::perform, 504
seq64::sequence, 713
pop_undo
seq64::sequence, 713
seq64::triggers, 772
popup_event_menu
seq64::seqedit, 615
popup_menu
seq64::perfedit, 449
seq64::seqedit, 614
seq64::seqmenu, 659
popup_midibus_menu
seq64::seqedit, 615
popup_midich_menu
seq64::seqedit, 615
popup_sequence_menu
seq64::seqedit, 615
popup_tool_menu
seq64::seqedit, 615
port_exit
seq64::mastermidibus, 367
port_start
seq64::mastermidibus, 367
position
seq64::jack_assistant, 259
seq64::midi_container, 376
position_increment
seq64::midi_container, 376
position_jack
seq64::perform, 513
position_reset
seq64::midi_container, 376
pow2
seq64::midifile, 416
ppqn
seq64::mainwnd, 347
seq64::midi_splitter, 392
seq64::midi_timing, 396
seq64::midifile, 414
seq64::perform, 478
ppqn_is_valid
seq64, 78
print
seq64::event, 155
seq64::event_list, 168
seq64::mastermidibus, 364
seq64::midibus, 404
seq64::sequence, 723
seq64::triggers, 772
print_keys
seq64::rc_settings, 571, 574
print_triggers
seq64::perform, 487
seq64::sequence, 723
priority
seq64::rc_settings, 570, 573
private_bus
seq64::user_settings, 813
private_instrument
seq64::user_settings, 813
process_events
seq64::lash, 316
progress_bar_colored
seq64::user_settings, 807, 812

progress_bar_thick
seq64::user_settings, 807, 812
progress_color
seq64::gui_palette_gtk2, 242
prop_item_size
seq64::midifile, 423
pulse_length_us
seq64, 69
pulses_per_measure
seq64, 72
pulses_to_measurestring
seq64, 62
pulses_to_midi_measures
seq64, 62
pulses_to_string
seq64, 61
pulses_to_timestring
seq64, 62, 63
push_back
seq64::event_list, 163
push_quantize
seq64::sequence, 751
push_trigger_undo
seq64::perform, 504
seq64::sequence, 713
push_undo
seq64::sequence, 713
seq64::triggers, 772
put
seq64::midi_container, 375
seq64::midi_list, 386
seq64::midi_vector, 399
put_event_on_bus
seq64::sequence, 754

q_rec_change_callback
seq64::seqedit, 613
quantize_events
seq64::sequence, 750
query_save_changes
seq64::mainwnd, 351
queue
seq64::keys_perform, 287
quit
seq64::gui_assistant, 217
seq64::gui_assistant_gtk2, 219
seq64::gui_window_gtk2, 250

rc
seq64, 84
rc_settings
seq64::rc_settings, 568
read_byte
seq64::midifile, 418
read_byte_array
seq64::midifile, 419
read_long
seq64::midifile, 418
read_seq_number
seq64::midifile, 421
read_short
seq64::midifile, 418
read_track_name
seq64::midifile, 420
read_varinum
seq64::midifile, 418
record_change_callback
seq64::seqedit, 613
red
seq64::gui_palette_gtk2, 244
redo
seq64::perfedit, 449
redo_callback
seq64::seqedit, 613
redraw
seq64::mainwid, 332
seq64::perfnames, 461
seq64::seqdata, 592
seq64::seqevent, 633
seq64::seqmenu, 660
seq64::seqroll, 674
seq64::seqtime, 696
redraw_dirty_sequences
seq64::perfnames, 459
seq64::perfroll, 543
redraw_events
seq64::seqroll, 674
redraw_period_ms
seq64::gui_window_gtk2, 250
redraw_progress
seq64::perfroll, 542
remove
seq64::editable_events, 136
seq64::event_list, 164
seq64::sequence, 755, 756
seq64::triggers, 774
remove_all
seq64::sequence, 756
remove_marked
seq64::event_list, 167
seq64::sequence, 746
remove_selected
seq64::sequence, 746
seq64::triggers, 777
remove_seqedit
seq64::seqmenu, 660
render_number
seq64::seqdata, 594
render_string
seq64::gui_drawingarea_gtk2, 229
render_string_on_drawable
seq64::font, 203
render_string_on_pixmap
seq64::gui_drawingarea_gtk2, 230
replace
seq64::editable_events, 136
seq64::keys_perform, 287

reposition
seq64::perform, 485
reset
seq64::mainwid, 332
seq64::perftime, 558
seq64::seqdata, 592
seq64::seqevent, 633
seq64::seqkeys, 648
seq64::seqroll, 674
seq64::seqtime, 696
seq64::sequence, 748
reset_draw_marker
seq64::sequence, 748
reset_draw_trigger_marker
seq64::sequence, 748
seq64::triggers, 780
reset_sequences
seq64::perform, 514
restart_sysex
seq64::event, 151
restore_playing_state
seq64::perform, 494
RevSlotMap
seq64::keys_perform, 285
reveal_alsa_ports
seq64::rc_settings, 571, 574
rewind
seq64::keys_perform, 292, 293
seq64::perfedit, 446
seq64::perform, 484

s_arg_list
seq64, 97
s_build_chord_generator
seq64, 99
s_build_edit_highlight
seq64, 99
s_build_follow_progress
seq64, 100
s_build_highlight_empty
seq64, 98
s_build_jack_session
seq64, 99
s_build_jack_support
seq64, 98
s_build_lash_support
seq64, 98
s_build_midi_vector
seq64, 99
s_build_pause_support
seq64, 99
s_build_presort_events
seq64, 99
s_build_solid_grid
seq64, 99
s_build_timesig_tempo
seq64, 99
s_build_use_event_map
seq64, 99
s_character_mapping
seq64, 100
s_event_editor
seq64, 99
s_global_lash_driver
seq64, 100
s_handlesize
seq64, 101, 102
s_help_1a
seq64, 98
s_help_1b
seq64, 98
s_help_2
seq64, 98
s_help_3
seq64, 98
s_help_4
seq64, 98
s_jitter_amount
seq64, 101
s_seq32_jack_support
seq64, 100
s_seq32_lfo_support
seq64, 100
s_seq32_menu_buttons
seq64, 100
s_seq32_transport
seq64, 100
s_seq32_transpose
seq64, 100
s_statistics_support
seq64, 100
s_strip_empty_mutes
seq64, 100
save_events
seq64::editable_events, 134
seq64::eventslots, 192
save_file
seq64::mainwnd, 353
save_playing_state
seq64::perform, 494
save_user_config
seq64::user_settings, 808
scale_lfo_change
seq64::lfownd, 320
screenset_dn
seq64::keys_perform, 289
screenset_up
seq64::keys_perform, 288
scroll_hadjust
seq64::gui_drawingarea_gtk2, 234
seq64::gui_window_gtk2, 250
scroll_hset
seq64::gui_drawingarea_gtk2, 235
seq64::gui_window_gtk2, 251
scroll_offset_x
seq64::seqroll, 683
scroll_offset_y

seq64::seqroll, 683
scroll_vadjust
seq64::gui_drawingarea_gtk2, 234
seq64::gui_window_gtk2, 250
scroll_vset
seq64::gui_drawingarea_gtk2, 235
seq64::gui_window_gtk2, 251
select
seq64::event, 152
seq64::triggers, 775
select_action
seq64::seqroll, 685
select_action_e
seq64::sequence, 709
select_all
seq64::event_list, 168
seq64::sequence, 738
select_all_notes
seq64::sequence, 737
select_and_mute_group
seq64::perform, 510
select_even_or_odd_notes
seq64::sequence, 736
select_event
seq64::eventslots, 192
select_event_handle
seq64::sequence, 736
select_events
seq64::sequence, 734, 735
select_fg_bg_colors
seq64::mainwid, 336
select_group_mute
seq64::perform, 511
select_linked
seq64::sequence, 736
select_note_events
seq64::sequence, 734
select_trigger
seq64::sequence, 728
selected
seq64::trigger, 766
selected_trigger_end
seq64::sequence, 732
selected_trigger_start
seq64::sequence, 731
selecting
seq64::seqroll, 684
Seq24PerfInput
seq64::Seq24PerfInput, 584
seq64::perfroll, 550
seq64::triggers, 782
Seq24SeqEventInput
seq64::Seq24SeqEventInput, 587
seq64::seqevent, 640
seq64, 43
adjustment_dummy, 85
beats_per_minute_from_tempo_us, 68
build_details, 75
bussbyte, 55
c_backsequence, 93
c_bpmtag, 92
c_chord_number, 96
c_chord_size, 97
c_chord_table, 97
c_chord_table_text, 96
c_chord_text, 96
c_controller_names, 87
c_interval_text, 96
c_key_text, 96
c_mainwid_x, 102
c_mainwid_y, 102
c_max_busses, 97
c_max_instruments, 97
c_midi_control_bpm_dn, 93
c_midi_control_bpm_up, 93
c_midi_control_mod_glearn, 94
c_midi_control_mod_gmute, 94
c_midi_control_mod_queue, 94
c_midi_control_mod_replace, 94
c_midi_control_mod_snapshot, 94
c_midi_control_play_ss, 94
c_midi_control_ss_dn, 93
c_midi_control_ss_up, 93
c_midi_controls, 94
c_midi_track_ctrl, 93
c_midibus, 91
c_midibus_input_size, 90
c_midibus_output_size, 90
c_midibus_sysex_chunk, 91
c_midich, 91
c_midiclocks, 92
c_midictrl, 92
c_music_scales, 58
c_musickey, 92
c_musicscale, 92
c_mutegroups, 92
c_notes, 92
c_perf_bp_mes, 93
c_perf_bw, 93
c_scales_policy, 94
c_scales_text, 96
c_scales_transpose_dn, 95
c_scales_transpose_up, 94
c_status_queue, 101
c_status_replace, 101
c_status_snapshot, 101
c_timesig, 92
c_transpose, 93
c_triggers, 92
c_triggers_new, 92
choose_ppqn, 84
clamp, 86
clock_e, 58
clock_tick_duration_bogus, 71
clock_ticks_from_ppqn, 71
create_lash_driver, 82

delete_lash_driver, 83
delta_time_us_to_ticks, 70
double_ticks_from_ppqn, 71
draw_type_t, 59
EVENT_AFTERTOUCH, 87
EVENT_ANY, 87
EVENT_CHANNEL_PRESSURE, 87
EVENT_CLEAR_CHAN_MASK, 90
EVENT_CONTROL_CHANGE, 87
EVENT_GET_CHAN_MASK, 90
EVENT_MIDI_ACTIVE_SENS, 89
EVENT_MIDI_CLOCK, 89
EVENT_MIDI_CONTINUE, 89
EVENT_MIDI_META, 90
EVENT_MIDI_QUARTER_FRAME, 88
EVENT_MIDI_RESET, 89
EVENT_MIDI_SONG_F4, 88
EVENT_MIDI_SONG_F5, 88
EVENT_MIDI_SONG_F9, 89
EVENT_MIDI_SONG_FD, 89
EVENT_MIDI_SONG_POS, 88
EVENT_MIDI_SONG_SELECT, 88
EVENT_MIDI_START, 89
EVENT_MIDI_STOP, 89
EVENT_MIDI_SYSEX_CONTINUE, 89
EVENT_MIDI_SYSEX_END, 89
EVENT_MIDI_SYSEX, 88
EVENT_MIDI_TUNE_SELECT, 88
EVENT_NOTE_OFF, 87
EVENT_NOTE_ON, 87
EVENT_NULL_CHANNEL, 90
EVENT_PITCH_WHEEL, 88
EVENT_PROGRAM_CHANGE, 87
EVENT_STATUS_BIT, 87
EVENTS_ALL, 90
EVENTS_UNSELECTED, 90
edit_action_t, 59
extract_timing_numbers, 60
FF_RW_timeout, 86
file_access, 75
file_accessible, 76
file_executable, 77
file_exists, 75
file_is_directory, 77
file_readable, 76
file_writable, 76
font_render, 85
g_rc_settings, 101
g_user_settings, 101
get_current_jack_position, 81
gs_mainwid_pointer, 101
gs_perfedit_pointer_0, 102
gs_perfedit_pointer_1, 102
help_check, 73
input_thread_func, 83
interaction_method_t, 58
invalid_key, 81
is_null_midipulse, 83
jack_process_callback, 81
jack_session_callback, 81
jack_shutdown_callback, 78
jack_sync_callback, 78
jack_timebase_callback, 79
keyval_name, 81
keyval_normalize, 82
lash_driver, 83
log2_time_sig_value, 67
long_options, 97
make_directory, 77
make_section_name, 85
measures_to_ticks, 72
measurestring_to_pulses, 63
midi_measures_to_pulses, 64
midibyte, 55
midilong, 56
midipulse, 56
midishort, 55
min, 85
mouse_action_e, 59
output_thread_func, 83
parse_command_line_options, 74
parse_options_files, 73
ppqn_is_valid, 78
pulse_length_us, 69
pulses_per_measure, 72
pulses_to_measurestring, 62
pulses_to_midi_measures, 62
pulses_to_string, 61
pulses_to_timestring, 62, 63
rc, 84
s_arg_list, 97
s_build_chord_generator, 99
s_build_edit_highlight, 99
s_build_follow_progress, 100
s_build_highlight_empty, 98
s_build_jack_session, 99
s_build_jack_support, 98
s_build_lash_support, 98
s_build_midi_vector, 99
s_build_pause_support, 99
s_build_presort_events, 99
s_build_solid_grid, 99
s_build_timesig_tempo, 99
s_build_use_event_map, 99
s_character_mapping, 100
s_event_editor, 99
s_global_lash_driver, 100
s_handlesize, 101, 102
s_help_1a, 98
s_help_1b, 98
s_help_2, 98
s_help_3, 98
s_help_4, 98
s_jitter_amount, 101
s_seq32_jack_support, 100
s_seq32_lfo_support, 100

s_seq32_menu_buttons, 100
s_seq32_transport, 100
s_seq32_transpose, 100
s_statistics_support, 100
s_strip_empty_mutes, 100
seq_event_type_t, 57
seq_modifier_t, 56
seq_scroll_direction_t, 57
shorten_file_spec, 65
string_is_void, 66
string_not_void, 66
string_to_midibyte, 65
string_to_pulses, 65
strings_match, 67
tempo_to_us, 69
tempo_us_from_beats_per_minute, 69
tempo_us_to_bytes, 67
ticks_to_delta_time_us, 70
timestring_to_pulses, 64
to_string, 75
update_mainwid_sequences, 86
update_perfedit_sequences, 86
usr, 84
versiontext, 97
wave_func, 73
wave_type_name, 60
wave_type_t, 56
write_options_files, 75
zoom_power_of_2, 68
seq64::AbstractPerfInput, 103
~AbstractPerfInput, 104
AbstractPerfInput, 104
activate_adding, 105
handle_motion_key, 105
is_adding, 105
is_adding_pressed, 106
m_adding, 106
m_adding_pressed, 106
on_button_press_event, 105
on_button_release_event, 105
on_motion_notify_event, 105
perfroll, 106
set_adding, 105
set_adding_pressed, 106
seq64::FruityPerfInput, 206
activate_adding, 210
FruityPerfInput, 207
handle_motion_key, 210
m_current_x, 210
m_current_y, 210
on_button_press_event, 207
on_button_release_event, 208
on_left_button_pressed, 209
on_motion_notify_event, 208
on_right_button_pressed, 209
perfroll, 210
update_mouse_pointer, 208
seq64::FruitySeqEventInput, 210
FruitySeqEventInput, 211
m_is_drag_pasting, 213
m_is_drag_pasting_start, 213
m_justselected_one, 213
on_button_press_event, 211
on_button_release_event, 212
on_motion_notify_event, 212
update_mouse_pointer, 211
seq64::FruitySeqRollInput, 213
FruitySeqRollInput, 214
m_drag_paste_start_pos, 215
m_erase_painting, 215
on_button_press_event, 214
on_button_release_event, 214
on_motion_notify_event, 215
update_mouse_pointer, 214
seq64::Seq24PerfInput, 583
activate_adding, 585
handle_motion_key, 585
m_effective_tick, 586
on_button_press_event, 584
on_button_release_event, 584
on_motion_notify_event, 585
perfroll, 586
Seq24PerfInput, 584
seq64::Seq24SeqEventInput, 586
m_adding, 588
on_button_press_event, 587
on_button_release_event, 587
on_motion_notify_event, 588
Seq24SeqEventInput, 587
set_adding, 587
seq64::automutex, 106
~automutex, 107
automutex, 107
m_safety_mutex, 108
operator=, 107
seq64::click, 108
button, 111
click, 109
is_left, 110
is_middle, 110
is_press, 110
is_right, 110
m_button, 112
m_is_press, 111
m_modifier, 112
m_x, 111
m_y, 111
mod_control, 111
mod_control_shift, 111
mod_super, 111
modifier, 111
operator=, 110
x, 110
y, 111
seq64::condition_var, 112
condition_var, 113

m_cond, 114
signal, 113
sm_cond, 114
wait, 113
seq64::configfile, 114
~configfile, 115
configfile, 115
line_after, 116
m_d, 117
m_line, 117
m_name, 117
next_data_line, 115
parse, 116
write, 116
seq64::editable_event, 117
~editable_event, 123
analyze, 127
category, 124, 125
category_string, 125
category_t, 121
channel_string, 127
data_string, 127
editable_event, 122, 123
format_timestamp, 126
m_category, 129
m_format_timestamp, 129
m_name_category, 129
m_name_channel, 130
m_name_data, 130
m_name_meta, 130
m_name_seqspec, 130
m_name_status, 130
m_name_timestamp, 129
m_parent, 129
meta_string, 127
name_to_value, 124
operator=, 124
parent, 124
seqspec_string, 127
set_status_from_string, 126
sm_category_arrays, 129
sm_category_names, 128
sm_channel_event_names, 128
sm_meta_event_names, 128
sm_prop_event_names, 129
sm_system_event_names, 128
status_string, 127
stock_event_string, 127
time_as_measures, 126
time_as_minutes, 126
time_as_pulses, 126
timestamp, 125
timestamp_format_t, 122
timestamp_string, 125
value_to_name, 123
seq64::editable_event::name_value_t, 429
event_name, 430
event_value, 430
seq64::editable_events, 130
~editable_events, 133
add, 135, 136
begin, 135
clear, 136
const_iterator, 133
count, 135
current_event, 136, 137
dref, 135
editable_events, 133
end, 135
Events, 132
events, 134
EventsPair, 132
eventslots, 137
iterator, 132
Key, 132
load_events, 134
m_current_event, 137
m_events, 137
m_midi_parameters, 137
m_sequence, 137
operator=, 134
remove, 136
replace, 136
save_events, 134
string_to_pulses, 134
timing, 134
seq64::event, 138
~event, 143
append_sysex, 150, 151
cc_match, 149
check_channel, 144
clear_link, 152
data, 153
decrement_data1, 150
decrement_data2, 150
event, 142
get_channel, 144
get_data, 150
get_linked, 152
get_note, 153
get_note_velocity, 154
get_rank, 155
get_status, 149
get_sysex, 151
get_sysex_size, 151
get_timestamp, 144
increment_data1, 150
increment_data2, 150
is_channel_msg, 145
is_desired_cc_or_not_cc, 146
is_linked, 152
is_marked, 152
is_note, 154
is_note_msg, 146
is_note_off, 154
is_note_off_recorded, 154

is_note_on, 154
is_one_byte_msg, 145
is_painted, 152
is_selected, 153
is_strict_note_msg, 146
is_two_byte_msg, 145
link, 151
m_channel, 155
m_data, 155
m_has_link, 156
m_linked, 156
m_marked, 156
m_painted, 156
m_selected, 156
m_status, 155
m_sysex, 156
m_sysex_size, 156
m_timestamp, 155
make_clock, 153
mark, 152
mod_timestamp, 147
non_cc_match, 149
operator<, 143
operator=, 143
paint, 152
print, 155
restart_sysex, 151
select, 152
set_channel, 148
set_data, 149
set_note, 153
set_note_velocity, 154
set_status, 147, 148
set_status_keep_channel, 148
set_sysex_size, 151
set_timestamp, 144
SysexContainer, 142
transpose_note, 153
unmark, 152
unpaint, 152
unselect, 153
seq64::event_list, 158
~event_list, 161
add, 162
any_selected_notes, 167
append, 163
begin, 162
clear, 164
clear_links, 165
const_iterator, 161
count, 162
count_selected_events, 167
count_selected_notes, 167
dref, 165
editable_events, 168
empty, 162
end, 162
event_list, 161
Events, 161
events, 168
EventsPair, 161
is_modified, 163
iterator, 161
link_new, 165
m_events, 169
m_is_modified, 169
mark_all, 166
mark_out_of_range, 166
mark_selected, 166
merge, 164
midi_container, 168
midi_splitter, 168
midifile, 168
operator=, 162
print, 168
push_back, 163
remove, 164
remove_marked, 167
select_all, 168
sequence, 168
sort, 165
unmark_all, 166
unmodify, 163
unpaint_all, 167
unselect_all, 168
verify_and_link, 165
seq64::event_list::event_key, 156
event_key, 157
m_rank, 158
m_timestamp, 158
operator<, 158
seq64::eventedit, 169
~eventedit, 174
change_focus, 177
close_out, 178
enqueue_draw, 175
eventedit, 173
eventslots, 180
handle_cancel, 178
handle_close, 178
handle_delete, 178
handle_insert, 178
handle_modify, 178
handle_save, 178
m_bottbox, 181
m_button_cancel, 181
m_button_del, 181
m_button_ins, 181
m_button_modify, 181
m_button_save, 181
m_editbox, 181
m_entry_ev_data_0, 183
m_entry_ev_data_1, 183
m_entry_ev_name, 183
m_entry_ev_timestamp, 182
m_eventslots, 180

m_have_focus, 183
m_htopbox, 180
m_label_category, 182
m_label_channel, 182
m_label_ev_count, 182
m_label_modified, 182
m_label_ppqn, 182
m_label_right, 183
m_label_seq_name, 182
m_label_spacer, 182
m_label_time_fmt, 183
m_label_time_sig, 182
m_optsbox, 181
m_rightbox, 181
m_seq, 183
m_showbox, 181
m_table, 180
m_vadjust, 180
m_vscroll, 180
on_delete_event, 180
on_focus_in_event, 179
on_focus_out_event, 179
on_key_press_event, 179
on_realize, 179
on_set_focus, 179
perf_modify, 176
set_dirty, 176
set_event_category, 175
set_event_data_0, 176
set_event_data_1, 176
set_event_name, 176
set_event_timestamp, 176
set_seq_count, 175
set_seq_ppqn, 175
set_seq_time_sig, 175
set_seq_title, 175
v_adjustment, 177
seq64::eventslots, 184
∼eventslots, 188
change_vert, 195
convert_y, 194
current_index, 188
decrement_bottom, 197
decrement_current, 196
decrement_top, 196
delete_current_event, 190
draw_event, 194
draw_events, 195
enqueue_draw, 194
event_count, 188
eventedit, 199
eventslots, 188
increment_bottom, 197
increment_current, 196
increment_top, 196
insert_event, 189, 190
line_count, 188
line_increment, 188
line_maximum, 188
load_events, 189
m_bottom_iterator, 201
m_char_w, 199
m_current_index, 200
m_current_iterator, 201
m_event_container, 199
m_event_count, 200
m_line_count, 200
m_line_maximum, 200
m_line_overlap, 200
m_pager_index, 201
m_parent, 199
m_seq, 199
m_setbox_w, 199
m_slots_chars, 199
m_slots_x, 200
m_slots_y, 200
m_top_index, 200
m_top_iterator, 200
modify_current_event, 191
on_button_press_event, 197
on_button_release_event, 197
on_expose_event, 197
on_focus_in_event, 198
on_focus_out_event, 198
on_frame_down, 198
on_frame_end, 199
on_frame_home, 199
on_frame_up, 198
on_move_down, 198
on_move_up, 198
on_realize, 197
on_scroll_event, 198
on_size_allocate, 198
page_movement, 195
page_topper, 196
pager_index, 188
save_events, 192
select_event, 192
set_current_event, 189
set_text, 192
top_index, 188
seq64::font, 201
char_height, 204
char_width, 203
Color, 202
font, 203
init, 203
m_b_on_c_pixmap, 205
m_b_on_y_pixmap, 205
m_black_pixmap, 205
m_c_on_b_pixmap, 205
m_cell_h, 204
m_cell_w, 204
m_clip_mask, 206
m_font_h, 204
m_font_w, 204

m_offset, 204
m_padded_h, 204
m_pixmap, 205
m_use_new_font, 204
m_white_pixmap, 205
m_y_on_b_pixmap, 205
padded_height, 204
render_string_on_drawable, 203
seq64::gui_assistant, 216
~gui_assistant, 217
gui_assistant, 217
jack_idle_connect, 217
keys, 217
lash_timeout_connect, 217
m_keys_perform, 218
quit, 217
seq64::gui_assistant_gtk2, 218
~gui_assistant_gtk2, 219
gui_assistant_gtk2, 219
jack_idle_connect, 219
lash_timeout_connect, 219
quit, 219
sm_internal_keys, 220
seq64::gui_drawingarea_gtk2, 220
~gui_drawingarea_gtk2, 224
clear_window, 225
current_x, 224
current_y, 224
draw_drawable, 234
draw_line, 225, 227–229
draw_line_on_pixmap, 227
draw_normal_rectangle_on_pixmap, 233
draw_rectangle, 230–232
draw_rectangle_on_pixmap, 233
drop_x, 224
drop_y, 225
force_draw, 225
gtk_drawarea_init, 235
gui_drawingarea_gtk2, 223, 224
m_background, 236
m_current_x, 237
m_current_y, 237
m_drop_x, 237
m_drop_y, 237
m_foreground, 236
m_gc, 236
m_hadjust, 236
m_mainperf, 236
m_pixmap, 236
m_vadjust, 236
m_window, 236
m_window_x, 237
m_window_y, 237
on_realize, 235
operator=, 224
perf, 225
render_string, 229
render_string_on_pixmap, 230
scroll_hadjust, 234
scroll_hset, 235
scroll_vadjust, 234
scroll_vset, 235
set_current_drop_x, 235
set_current_drop_y, 235
set_line, 225
window_x, 224
window_y, 224
seq64::gui_drawingarea_gtk2::rect, 582
height, 582
width, 582
x, 582
y, 582
seq64::gui_palette_gtk2, 238
~gui_palette_gtk2, 242
bg_color, 244, 245
black, 242
black_key, 244
black_paint, 244
blue, 244
Color, 241
dark_blue, 243
dark_cyan, 243
dark_green, 243
dark_grey, 243
dark_magenta, 243
dark_orange, 243
dark_red, 243
fg_color, 245
green, 244
grey, 243
gui_palette_gtk2, 242
is_inverse, 242
light_grey, 243
line_color, 242
load_inverse_palette, 242
m_bg_color, 247
m_black, 245
m_blk_key, 247
m_blk_paint, 247
m_blue, 246
m_dk_blue, 245
m_dk_cyan, 246
m_dk_green, 245
m_dk_grey, 246
m_dk_magenta, 246
m_dk_orange, 245
m_dk_red, 245
m_fg_color, 247
m_green, 246
m_grey, 246
m_is_inverse, 245
m_line_color, 247
m_lt_grey, 247
m_orange, 246
m_progress_color, 247
m_red, 246

m_white, 246
m_wht_key, 247
m_wht_paint, 247
m_yellow, 246
orange, 244
progress_color, 242
red, 244
white, 243
white_key, 244
white_paint, 244
yellow, 244
seq64::gui_window_gtk2, 248
~gui_window_gtk2, 249
gui_window_gtk2, 249
is_realized, 250
m_is_realized, 252
m_mainperf, 251
m_redraw_period_ms, 252
m_window_x, 251
m_window_y, 251
on_realize, 251
perf, 250
quit, 250
redraw_period_ms, 250
scroll_hadjust, 250
scroll_hset, 251
scroll_vadjust, 250
scroll_vset, 251
seq64::jack_assistant, 252
~jack_assistant, 256
client, 263
client_name, 263
client_open, 264
client_uuid, 263
deinit, 258
error_message, 264
get_beat_width, 257
get_beats_per_measure, 257
get_beats_per_minute, 257
get_follow_transport, 262
get_jack_client_info, 265
get_jack_mode, 262
get_jack_pos, 261
get_jack_stop_tick, 262
get_jack_tick, 261
get_ppqn, 256
info_message, 263
init, 258
is_master, 256
is_running, 256
jack_assistant, 256
jack_frame_rate, 262
jack_process_callback, 267
jack_session_callback, 269
jack_shutdown_callback, 267
jack_sync_callback, 268
jack_timebase_callback, 268
m_beat_width, 272
m_beats_per_measure, 272
m_beats_per_minute, 272
m_follow_transport, 272
m_jack_client, 270
m_jack_client_name, 270
m_jack_client_uuid, 270
m_jack_frame_current, 270
m_jack_frame_last, 271
m_jack_frame_rate, 271
m_jack_master, 271
m_jack_parent, 270
m_jack_pos, 271
m_jack_running, 271
m_jack_stop_tick, 272
m_jack_tick, 271
m_jack_transport_state, 271
m_jack_transport_state_last, 271
m_jsession_ev, 271
m_ppqn, 272
m_toggle_jack, 272
output, 260
parent, 256
position, 259
session_event, 259
set_beat_width, 257
set_beats_per_measure, 257
set_beats_per_minute, 257
set_follow_transport, 262
set_jack_mode, 262
set_jack_running, 263
set_jack_stop_tick, 262
set_position, 267
set_ppqn, 261
set_start_from_perfedit, 263
show_position, 265
show_statuses, 265
sm_status_pairs, 270
song_start_mode, 262
start, 259
stop, 259
sync, 266
tick_multiplier, 263
toggle_follow_transport, 262
toggle_jack_mode, 261
toggle_song_start_mode, 262
transport_not_starting, 258
transport_state, 258
seq64::jack_scratchpad, 272
js_clock_tick, 273
js_current_tick, 273
js_delta_tick_frac, 274
js_dumping, 274
js_init_clock, 274
js_jack_stopped, 273
js_looping, 274
js_playback_mode, 274
js_ticks_converted, 274
js_ticks_converted_last, 274

js_ticks_delta, 274
js_total_tick, 273
seq64::jack_status_pair_t, 274
jf_bit, 275
jf_meaning, 275
seq64::keybindentry, 275
keybindentry, 276
m_key, 277
m_perf, 277
m_slot, 277
m_type, 277
on_key_press_event, 277
options, 277
set, 277
type, 276
seq64::keys_perform, 278
~keys_perform, 285
at_bpm_dn, 297
at_bpm_up, 297
at_event_edit, 300
at_fast_forward, 299
at_follow_transport, 299
at_group_learn, 298
at_group_off, 298
at_group_on, 298
at_keep_queue, 297
at_menu_mode, 299
at_pattern_edit, 300
at_pause, 299
at_pointer_position, 300
at_queue, 297
at_replace, 297
at_rewind, 299
at_screenset_dn, 298
at_screenset_up, 298
at_set_playing_screenset, 298
at_show_ui_sequence_key, 300
at_show_ui_sequence_number, 300
at_snapshot_1, 298
at_snapshot_2, 298
at_song_mode, 299
at_start, 299
at_stop, 300
at_tap_bpm, 300
at_toggle_jack, 299
at_toggle_mutes, 300
bpm_dn, 286, 287
bpm_up, 286
event_edit, 291
fast_forward, 292
follow_transport, 292
get_key_events, 294
get_key_events_rev, 294
get_key_groups, 294
get_key_groups_rev, 295
get_keys, 286
group_learn, 290
group_off, 290
group_on, 289
keep_queue, 287
key_name, 296
keys_perform, 285
lookup_keyevent_key, 295
lookup_keyevent_seq, 295
lookup_keygroup_group, 295
lookup_keygroup_key, 295
m_key_bpm_dn, 302
m_key_bpm_up, 302
m_key_event_edit, 304
m_key_events, 301
m_key_events_rev, 301
m_key_fast_forward, 304
m_key_follow_transport, 304
m_key_group_learn, 303
m_key_group_off, 303
m_key_group_on, 303
m_key_groups, 301
m_key_groups_rev, 302
m_key_keep_queue, 302
m_key_menu_mode, 303
m_key_pattern_edit, 304
m_key_pause, 303
m_key_pointer_position, 304
m_key_queue, 302
m_key_replace, 302
m_key_rewind, 304
m_key_screenset_dn, 303
m_key_screenset_up, 302
m_key_set_playing_screenset, 303
m_key_show_ui_sequence_key, 301
m_key_show_ui_sequence_number, 301
m_key_snapshot_1, 302
m_key_snapshot_2, 302
m_key_song_mode, 303
m_key_start, 303
m_key_stop, 304
m_key_tap_bpm, 304
m_key_toggle_jack, 303
m_key_toggle_mutes, 304
menu_mode, 292
options, 301
optionsfile, 301
pattern_edit, 291
pause, 290
perform, 301
pointer_position, 293
queue, 287
replace, 287
RevSlotMap, 285
rewind, 292, 293
screenset_dn, 289
screenset_up, 288
set_all_key_events, 296
set_all_key_groups, 296
set_key_event, 296
set_key_group, 297

set_keys, 286
set_playing_screenset, 289
show_ui_sequence_key, 294
show_ui_sequence_number, 294
SlotMap, 285
snapshot_1, 288
snapshot_2, 288
song_mode, 292
start, 290
stop, 291
tap_bpm, 293
toggle_jack, 293
toggle_mutes, 293
seq64::keys_perform_gtk2, 305
~keys_perform_gtk2, 306
key_name, 306
keys_perform_gtk2, 306
set_all_key_events, 306
set_all_key_groups, 306
seq64::keys_perform_transfer, 307
kpt_bpm_dn, 307
kpt_bpm_up, 307
kpt_event_edit, 309
kpt_fast_forward, 310
kpt_follow_transport, 310
kpt_group_learn, 308
kpt_group_off, 308
kpt_group_on, 308
kpt_keep_queue, 308
kpt_menu_mode, 310
kpt_pattern_edit, 309
kpt_pause, 309
kpt_pointer_position, 310
kpt_queue, 308
kpt_replace, 308
kpt_rewind, 310
kpt_screenset_dn, 308
kpt_screenset_up, 308
kpt_set_playing_screenset, 308
kpt_show_ui_sequence_key, 309
kpt_show_ui_sequence_number, 309
kpt_snapshot_1, 308
kpt_snapshot_2, 309
kpt_song_mode, 309
kpt_start, 309
kpt_stop, 309
kpt_tap_bpm, 309
kpt_toggle_jack, 310
kpt_toggle_mutes, 310
seq64::keystroke, 310
is, 313
is_delete, 313
is_letter, 313
is_press, 312
key, 313
keystroke, 312
m_is_press, 314
m_key, 314
m_modifier, 314
mod_control, 314
mod_control_shift, 314
mod_super, 314
modifier, 314
operator=, 312
shift_lock, 313
seq64::lash, 315
handle_config, 317
handle_event, 316
init, 316
lash, 316
m_client, 317
m_is_lash_supported, 317
m_lash_args, 317
m_perform, 317
process_events, 316
set_alsa_client_id, 316
start, 316
seq64::lfownd, 318
~lfownd, 320
lfownd, 320
m_hbox, 320
m_phase, 321
m_range, 321
m_scale_phase, 321
m_scale_range, 321
m_scale_speed, 321
m_scale_value, 321
m_scale_wave, 321
m_seq, 320
m_seqdata, 320
m_speed, 321
m_value, 321
m_wave, 322
m_wave_name, 321
on_focus_out_event, 320
scale_lfo_change, 320
toggle_visible, 320
seq64::maintime, 322
~maintime, 325
idle_progress, 325
m_bar_width, 326
m_beat_width, 326
m_box_height, 326
m_box_less_pill, 327
m_box_width, 326
m_flash_height, 327
m_flash_width, 327
m_flash_x, 327
m_pill_width, 326
m_ppqn, 327
m_tick, 327
maintime, 325
mainwnd, 326
on_expose_event, 326
on_realize, 325
operator=, 325

seq64::mainwid, 328
~mainwid, 331
calculate_base_sizes, 335
draw_marker_on_sequence, 333
draw_pixmap_on_window, 332
draw_sequence_on_pixmap, 334
draw_sequence_pixmap_on_window, 334
draw_sequences_on_pixmap, 334
fill_background_window, 332
m_armed_progress_color, 338
m_button_down, 339
m_last_playing, 339
m_last_tick_x, 339
m_mainwid_border, 340
m_mainwid_spacing, 340
m_mainwid_x, 340
m_mainwid_y, 340
m_mainwnd_cols, 339
m_mainwnd_rows, 339
m_max_sets, 340
m_moving, 339
m_moving_seq, 338
m_old_seq, 339
m_progress_height, 341
m_screenset, 339
m_screenset_offset, 341
m_screenset_slots, 341
m_seqarea_seq_x, 340
m_seqarea_seq_y, 340
m_seqarea_x, 339
m_seqarea_y, 340
m_text_size_x, 340
m_text_size_y, 340
mainwid, 331
mainwnd, 338
on_button_press_event, 336
on_button_release_event, 337
on_expose_event, 336
on_focus_in_event, 338
on_focus_out_event, 338
on_motion_notify_event, 337
on_realize, 336
redraw, 332
reset, 332
select_fg_bg_colors, 336
seq_from_xy, 335
seq_set_and_edit, 333
seq_set_and_eventedit, 333
set_screenset, 332
timeout, 335
update_mainwid_sequences, 338
update_markers, 333
update_sequences_on_window, 332
valid_sequence, 334
seq64::mainwnd, 341
~mainwnd, 347
about_dialog, 351
adj_callback_bpm, 348
adj_callback_ss, 347
apply_song_transpose, 350
build_info_dialog, 351
choose_file, 353
edit_callback_notepad, 348
edit_field_has_focus, 353
enregister_perfedits, 350
file_exit, 352
file_import_dialog, 351
file_new, 350
file_open, 350
file_save, 351
file_save_as, 352
handle_signal, 347
install_signal_handlers, 353
is_save, 353
learn_toggle, 349
m_adjust_bpm, 357
m_adjust_load_offset, 357
m_adjust_ss, 357
m_button_learn, 356
m_button_perfedit, 357
m_button_play, 356
m_button_stop, 356
m_call_seq_edit, 358
m_call_seq_eventedit, 358
m_entry_notes, 357
m_image_play, 356
m_is_running, 358
m_label_jack_mode, 357
m_main_cursor, 356
m_main_time, 356
m_main_wid, 355
m_menu_edit, 355
m_menu_file, 355
m_menu_help, 355
m_menu_mode, 358
m_menu_view, 355
m_menubar, 355
m_options, 356
m_perf_edit, 356
m_perf_edit_2, 356
m_ppqn, 355
m_sigpipe, 355
m_spinbutton_bpm, 357
m_spinbutton_load_offset, 357
m_spinbutton_ss, 357
m_timeout_connect, 358
m_tooltips, 355
mainwnd, 346
new_file, 353
new_open_error_dialog, 352
on_delete_event, 354
on_grouplearnchange, 354
on_key_press_event, 354
on_key_release_event, 354
open_file, 347
open_performance_edit, 349

open_performance_edit_2, 350
options_dialog, 351
pause_playing, 349
ppqn, 347
query_save_changes, 351
save_file, 353
sequence_key, 350
set_play_image, 348
set_song_mute, 351
set_songlive_image, 348
signal_action, 353
start_playing, 349
stop_playing, 349
timer_callback, 348
toLower, 350
toggle_playing, 349
update_window_title, 350
seq64::mastermidibus, 358
~mastermidibus, 361
clock, 364
continue_from, 365
dump_midi_input, 366
filter_by_channel, 363
flush, 364
get_alsa_seq, 362
get_beats_per_minute, 363
get_clock, 368
get_input, 369
get_midi_event, 365
get_midi_in_bus_name, 363
get_midi_out_bus_name, 363
get_num_in_buses, 362
get_num_out_buses, 362
get_ppqn, 363
get_sequence, 366
init, 362
init_clock, 365
is_dumping, 366
is_more_input, 365
m_alsa_seq, 369
m_beats_per_minute, 370
m_bus_announce, 370
m_buses_in, 369
m_buses_in_active, 370
m_buses_in_init, 370
m_buses_out, 369
m_buses_out_active, 370
m_buses_out_init, 370
m_dumping_input, 371
m_filter_by_channel, 371
m_init_clock, 370
m_init_input, 370
m_max_busses, 369
m_mutex, 371
m_num_in_buses, 369
m_num_out_buses, 369
m_num_poll_descriptors, 371
m_poll_descriptors, 371
m_ppqn, 370
m_queue, 370
m_seq, 371
m_vector_sequence, 371
mastermidibus, 361
play, 367
poll_for_midi, 365
port_exit, 367
port_start, 367
print, 364
set_beats_per_minute, 362
set_clock, 368
set_input, 368
set_ppqn, 362
set_sequence_input, 366
start, 364
stop, 364
sysex, 367
seq64::midi_container, 372
~midi_container, 374
add_event, 377
add_long, 376
add_short, 377
add_variable, 376
clear, 376
done, 375
fill, 374
fill_meta_track_end, 378
fill_proprietary, 378
fill_seq_name, 377
fill_seq_number, 377
fill_time_sig_and_tempo, 378
get, 375
m_position_for_get, 379
m_sequence, 379
midi_container, 374
midifile, 379
position, 376
position_increment, 376
position_reset, 376
put, 375
size, 375
song_fill_seq_event, 378
song_fill_seq_trigger, 379
seq64::midi_control, 379
active, 381
data, 381
in_range, 382
inverse_active, 381
m_active, 382
m_data, 383
m_inverse_active, 382
m_max_value, 383
m_min_value, 383
m_status, 382
match, 382
max_value, 381
midi_control, 381

min_value, 381
set, 381, 382
status, 381
seq64::midi_list, 383
~midi_list, 385
CharList, 385
clear, 386
done, 386
get, 386
m_char_list, 386
midi_list, 385
put, 386
size, 386
seq64::midi_measures, 387
beats, 388
divisions, 388
m_beats, 389
m_divisions, 389
m_measures, 389
measures, 388
midi_measures, 387
seq64::midi_splitter, 389
~midi_splitter, 391
count, 392
increment, 391
initialize, 391
log_main_sequence, 391
m_ppqn, 393
m_smf0_channels, 393
m_smf0_channels_count, 393
m_smf0_main_sequence, 393
m_smf0_seq_number, 393
m_use_default_ppqn, 393
midi_splitter, 390
ppqn, 392
split, 391
split_channel, 392
seq64::midi_timing, 393
beat_width, 395
beats_per_measure, 395
beats_per_minute, 395
m_beat_width, 396
m_beats_per_measure, 396
m_beats_per_minute, 396
m_ppqn, 396
midi_timing, 394
ppqn, 396
seq64::midi_vector, 397
~midi_vector, 398
CharVector, 398
clear, 399
done, 399
get, 399
m_char_vector, 400
midi_vector, 398
put, 399
size, 399
seq64::midibus, 400
~midibus, 403
clock, 405
continue_from, 405
deinit_in, 403
flush, 406
get_client, 406
get_clock, 406
get_clock_mod, 407
get_id, 404
get_input, 406
get_name, 404
get_port, 406
init_clock, 405
init_in, 403
init_in_sub, 404
init_out, 403
init_out_sub, 403
m_clock_mod, 407
m_clock_type, 407
m_dest_addr_client, 407
m_dest_addr_port, 408
m_id, 407
m_inputing, 407
m_lasttick, 408
m_local_addr_client, 408
m_local_addr_port, 408
m_mutex, 408
m_name, 408
m_ppqn, 407
m_queue, 408
m_seq, 407
mastermidibus, 407
midibus, 402
play, 404
print, 404
set_clock, 405
set_clock_mod, 406
set_input, 406
start, 405
stop, 405
sysex, 404
seq64::midifile, 408
~midifile, 412
add_trigger, 417
checklen, 417
errdump, 424
error_is_fatal, 414
error_message, 414
is_sysex_special_id, 425
m_char_list, 426
m_data, 426
m_disable_reported, 426
m_error_is_fatal, 426
m_error_message, 426
m_file_size, 425
m_global_bgsequence, 427
m_mutex, 425
m_name, 426

m_new_format, 427
m_pos, 426
m_ppqn, 427
m_smf0_splitter, 427
m_use_default_ppqn, 427
midifile, 411
parse, 412
parse_prop_header, 415
parse_proprietary_track, 416
parse_smf_0, 414
parse_smf_1, 414
pow2, 416
ppqn, 414
prop_item_size, 423
read_byte, 418
read_byte_array, 419
read_long, 418
read_seq_number, 421
read_short, 418
read_track_name, 420
read_varinum, 418
seq_number_size, 425
track_end_size, 425
track_name_size, 424
varinum_size, 423
write, 413
write_byte, 419
write_header, 421
write_long, 418
write_prop_header, 422
write_proprietary_track, 422
write_seq_number, 420
write_short, 419
write_song, 414
write_track, 425
write_track_end, 421
write_track_name, 420
write_varinum, 419
seq64::mutex, 428
lock, 429
m_mutex_lock, 429
mutex, 429
sm_recursive_mutex, 429
unlock, 429
seq64::options, 430
add_extended_keys_page, 434
add_jack_sync_page, 434
add_keyboard_page, 434
add_midi_clock_page, 433
add_midi_input_page, 433
add_mouse_page, 434
button, 431
clock_callback_mod, 432
clock_callback_off, 432
clock_callback_on, 432
clock_mod_callback, 432
filter_callback, 432
input_callback, 432
lash_support_callback, 433
m_button_jack_connect, 435
m_button_jack_disconnect, 435
m_button_jack_master, 434
m_button_jack_master_cond, 434
m_button_jack_transport, 434
m_button_ok, 434
m_mainperf, 434
m_notebook, 435
m_tooltips, 434
mouse_click_edit_callback, 433
mouse_fruity_callback, 433
mouse_mod4_callback, 433
mouse_seq24_callback, 433
mouse_snap_split_callback, 433
options, 432
perf, 432
transport_callback, 433
seq64::optionsfile, 435
∼optionsfile, 436
error_message, 439
optionsfile, 436
parse, 436
write, 438
seq64::perfedit, 439
∼perfedit, 445
collapse, 449
copy, 449
draw_sequences, 449
enqueue_draw, 445
enregister_peer, 445
expand, 449
fast_forward, 447
get_toggle_jack, 446
grow, 448
init_before_show, 445
m_bpm, 455
m_button_bpm, 454
m_button_bw, 454
m_button_collapse, 453
m_button_copy, 453
m_button_expand, 453
m_button_follow, 454
m_button_grow, 454
m_button_jack, 454
m_button_loop, 453
m_button_play, 453
m_button_redo, 454
m_button_snap, 453
m_button_stop, 453
m_button_undo, 454
m_button_xpose, 452
m_bw, 455
m_entry_bpm, 454
m_entry_bw, 454
m_entry_snap, 453
m_entry_xpose, 453
m_hadjust, 452

m_hbox, 454
m_hlbox, 455
m_hscroll, 452
m_image_play, 453
m_is_running, 455
m_menu_bpm, 455
m_menu_bw, 455
m_menu_snap, 452
m_menu_xpose, 452
m_peer_perfedit, 451
m_perfnames, 452
m_perfroll, 452
m_perftime, 452
m_ppqn, 455
m_snap, 455
m_standard_bpm, 456
m_table, 451
m_tooltips, 455
m_vadjust, 452
m_vscroll, 452
on_delete_event, 451
on_key_press_event, 451
on_key_release_event, 451
on_realize, 450
pause_playing, 450
perfedit, 444
popup_menu, 449
redo, 449
rewind, 446
set_beat_width, 448
set_beats_per_bar, 448
set_follow_transport, 447
set_guides, 448
set_image, 450
set_jack_mode, 447
set_looped, 448
set_snap, 448
set_transpose, 447
set_zoom, 446
start_playing, 450
stop_playing, 450
timeout, 450
toggle_follow_transport, 447
toggle_jack, 446
toggle_playing, 450
transpose_button_callback, 447
undo, 449
update_perfedit_sequences, 451
zoom_check, 445
seq64::perfnames, 456
~perfnames, 459
change_vert, 461
convert_y, 460
draw_sequence, 460
draw_sequences, 460
enqueue_draw, 460
m_char_w, 463
m_namebox_w, 463
m_names_chars, 463
m_names_x, 464
m_names_y, 464
m_parent, 463
m_seqs_in_set, 464
m_sequence_active, 464
m_sequence_max, 464
m_sequence_offset, 464
m_setbox_w, 463
m_xy_offset, 464
on_button_press_event, 461
on_button_release_event, 462
on_expose_event, 461
on_realize, 461
on_scroll_event, 462
on_size_allocate, 462
perfedit, 463
perfnames, 459
redraw, 461
redraw_dirty_sequences, 459
seq64::perform, 464
~perform, 478
add_sequence, 486
all_notes_off, 514
any_group_unmutes, 510
apply_song_transpose, 490
armed_saved, 492
clamp_track, 520
clear_all, 485
clear_sequence_triggers, 487
clocks_per_metronome, 480
collapse, 507
combine_bytes, 483
copy, 507
copy_triggers, 504
current_screen_set_notepad, 509
decrement_beats_per_minute, 499
decrement_screenset, 499
deinit_jack, 516
delete_sequence, 487
enregister, 482
expand, 507
FF_RW_timeout, 483
FF_rewind, 483
fast_forward, 485
ff_rw_button_t, 477
ff_rw_type, 484
filter_by_channel, 481
finish, 488
get_32nds_per_quarter, 480
get_beat_width, 480
get_beats_per_bar, 479
get_beats_per_minute, 490
get_current_jack_position, 525
get_follow_transport, 484
get_group_mute_state, 494
get_jack_tick, 488
get_key_events, 495

get_key_events_rev, 495
get_key_groups, 495
get_key_groups_rev, 495
get_left_tick, 488
get_max_trigger, 507
get_offset, 494
get_playing_screenset, 506
get_right_tick, 489
get_screen_set_notepad, 509
get_screenset, 506
get_sequence, 500
get_start_tick, 489
get_tick, 488
get_toggle_jack, 483
get_transpose, 490
gui, 481
handle_midi_control, 508
have_redo, 507
have_undo, 506
highlight, 500
increment_beats_per_minute, 499
increment_screenset, 500
init_jack, 516
inner_start, 520
inner_stop, 520
input_func, 493
input_thread_func, 522
install_sequence, 519
is_active, 489
is_control_status, 479
is_dirty_edit, 505
is_dirty_main, 504
is_dirty_names, 505
is_dirty_perf, 505
is_edit_sequence, 479
is_exportable, 506
is_group_learning, 512
is_jack_master, 482
is_jack_running, 482
is_modified, 478, 517
is_mseq_valid, 519
is_pattern_playing, 481, 518
is_running, 481
is_screenset_valid, 517
is_seq_valid, 518
is_sequence_in_edit, 487
is_smf_0, 500
jack_assistant, 522
jack_process_callback, 524
jack_shutdown, 524
jack_sync_callback, 523
jack_timebase_callback, 524
key_name, 495
keybindentry, 522
keys, 481
launch, 485
launch_input_thread, 516
launch_output_thread, 516
learn_toggle, 499
left_right_size, 489
lookup_keyevent_key, 496
lookup_keyevent_seq, 496
lookup_keygroup_group, 497
lookup_keygroup_key, 497
m_32nds_per_quarter, 530
m_FF_RW_button_type, 526
m_armed_saved, 526
m_armed_statuses, 526
m_beat_width, 530
m_beats_per_bar, 530
m_clocks_per_metronome, 530
m_condition_var, 533
m_control_status, 532
m_dont_reset_ticks, 532
m_edit_sequence, 533
m_excell_FF_RW, 526
m_gui_support, 526
m_have_redo, 534
m_have_undo, 534
m_in_thread, 529
m_in_thread_launched, 529
m_inputing, 529
m_is_modified, 533
m_is_pattern_playing, 529
m_jack_asst, 534
m_jack_tick, 531
m_left_tick, 531
m_looping, 529
m_master_bus, 528
m_max_sets, 533
m_midi_cc_off, 532
m_midi_cc_on, 532
m_midi_cc_toggle, 532
m_midiclockpos, 532
m_midiclockrunning, 531
m_midiclocktick, 531
m_mode_group, 527
m_mode_group_learn, 527
m_mute_group, 526
m_mute_group_selected, 527
m_notify, 534
m_offset, 532
m_one_measure, 530
m_out_thread, 528
m_out_thread_launched, 529
m_outputing, 529
m_playback_mode, 529
m_playing_screen, 527
m_playscreen_offset, 527
m_ppqn, 530
m_redo_vect, 534
m_reposition, 526
m_right_tick, 531
m_running, 529
m_screen_set_notepad, 532
m_screenset, 532

m_seqs, 527
m_seqs_active, 527
m_seqs_in_set, 533
m_sequence_count, 533
m_sequence_max, 533
m_sequence_state, 528
m_song_start_mode, 525
m_start_from_perfedit, 525
m_starting_tick, 531
m_tick, 531
m_tracks_mute_state, 526
m_transpose, 528
m_undo_vect, 534
m_us_per_quarter_note, 530
m_usemidiclock, 531
m_was_active_edit, 528
m_was_active_main, 528
m_was_active_names, 528
m_was_active_perf, 528
mainwnd, 522
mainwnd_key_event, 502
master_bus, 481
max_active_set, 516
midi_control_off, 508
midi_control_on, 508
midi_control_toggle, 508
midifile, 522
modify, 478
move_triggers, 503
mute_all_tracks, 492
mute_group_offset, 518
mute_group_tracks, 510
mute_op_t, 477
mute_screenset, 492
new_sequence, 486
off_sequences, 513
options, 522
optionsfile, 522
output_func, 493
output_thread_func, 523
pause_key, 499
pause_playing, 498
perfedit, 522
perform, 477
perfroll, 522
perfroll_key_event, 502
play, 515
playback_key_event, 503
pop_trigger_redo, 504
pop_trigger_undo, 504
position_jack, 513
ppqn, 478
print_triggers, 487
push_trigger_undo, 504
reposition, 485
reset_sequences, 514
restore_playing_state, 494
rewind, 484
save_playing_state, 494
select_and_mute_group, 510
select_group_mute, 511
seq_in_playing_screen, 516
sequence_count, 478
sequence_key, 501
sequence_label, 501
sequence_max, 478
sequence_playing_change, 491
sequence_playing_off, 491
sequence_playing_on, 491
sequence_playing_toggle, 491
set_32nds_per_quarter, 480
set_active, 514
set_all_key_events, 521
set_all_key_groups, 521
set_and_copy_mute_group, 512
set_beat_width, 480
set_beats_per_bar, 480
set_beats_per_minute, 515
set_edit_sequence, 479
set_follow_transport, 484
set_group_mute_state, 493
set_have_redo, 507
set_have_undo, 506
set_input_bus, 502
set_jack_mode, 482
set_jack_stop_tick, 483
set_jack_tick, 488
set_key_event, 521
set_key_group, 521
set_left_tick, 488
set_looping, 515
set_mode_group_learn, 511
set_mode_group_mute, 511
set_offset, 494
set_orig_ticks, 515
set_playback_mode, 518
set_playing_screenset, 510
set_reposition, 484
set_right_tick, 489
set_running, 518
set_screen_set_notepad, 509, 510
set_screenset, 506
set_sequence_control_status, 490
set_song_mute, 511
set_start_tick, 489
set_transpose, 490
set_was_active, 514
show_ui_sequence_key, 495
show_ui_sequence_number, 496
sm_mc_dummy, 525
song_start_mode, 482
split_trigger, 507
start, 512
start_from_perfedit, 484
start_jack, 513
start_key, 498

start_playing, 497
stop, 512
stop_jack, 513
stop_key, 499
stop_playing, 498
toggle_all_tracks, 492
toggle_follow_transport, 484
toggle_jack_mode, 482
toggle_playing_tracks, 492
toggle_song_start_mode, 481
unset_edit_sequence, 479
unset_mode_group_learn, 512
unset_mode_group_mute, 511
unset_sequence_control_status, 491
us_per_quarter_note, 480, 481
valid_midi_control_seq, 517
seq64::performcallback, 535
on_grouplearnchange, 536
seq64::perfroll, 536
~perfroll, 541
change_horz, 545
change_vert, 545
convert_drop_xy, 545
convert_x, 544
convert_xy, 543
draw_all, 542
draw_background_on, 544
draw_drawable_row, 544
draw_progress, 543
draw_sequence_on, 544
enqueue_draw, 545
fill_background_pixmap, 542
follow_progress, 542
FruityPerfInput, 550
horizontal_adjust, 546
horizontal_set, 547
increment_size, 542
init_before_show, 542
m_4bar_offset, 552
m_background_x, 551
m_beat_length, 552
m_divs_per_beat, 551
m_drop_sequence, 553
m_drop_tick, 553
m_drop_tick_trigger_offset, 553
m_fruity_interaction, 553
m_grow_direction, 554
m_growing, 554
m_h_page_increment, 550
m_have_button_press, 552
m_interaction, 554
m_measure_length, 552
m_moving, 554
m_names_y, 551
m_old_progress_ticks, 552
m_page_factor, 551
m_parent, 550
m_perf_scale_x, 551
m_ppqn, 551
m_roll_length_ticks, 553
m_seq24_interaction, 554
m_sequence_active, 553
m_sequence_max, 553
m_sequence_offset, 552
m_size_box_w, 551
m_snap, 550
m_ticks_per_bar, 551
m_trans_button_press, 552
m_transport_follow, 552
m_v_page_increment, 550
m_zoom, 551
on_button_press_event, 548
on_button_release_event, 548
on_expose_event, 548
on_focus_in_event, 549
on_focus_out_event, 549
on_key_press_event, 549
on_motion_notify_event, 548
on_realize, 547
on_scroll_event, 548
on_size_allocate, 549
on_size_request, 550
perfedit, 550
perfroll, 541
redraw_dirty_sequences, 543
redraw_progress, 542
Seq24PerfInput, 550
set_guides, 541
set_ppqn, 543
set_zoom, 545
snap_x, 544
split_trigger, 545
update_sizes, 541
vertical_adjust, 547
vertical_set, 547
seq64::perftime, 555
~perftime, 558
change_horz, 559
draw_background, 559
draw_pixmap_on_window, 561
draw_progress_on_window, 559
enqueue_draw, 558
idle_progress, 560
increment_size, 558
key_press_event, 562
m_4bar_offset, 563
m_left_marker_tick, 563
m_measure_length, 563
m_parent, 563
m_perf_scale_x, 564
m_ppqn, 563
m_right_marker_tick, 564
m_snap, 563
m_tick_offset, 563
m_timearea_y, 564
on_button_press_event, 561

on_button_release_event, 562
on_expose_event, 561
on_realize, 561
on_size_allocate, 562
perfedit, 563
perftime, 557
pixel_to_tick, 560
reset, 558
set_guides, 558
set_ppqn, 559
set_scale, 558
set_zoom, 559
tick_offset, 560
tick_to_pixel, 560
update_pixmap, 560
update_sizes, 560
seq64::rc_settings, 564
allow_click_edit, 570, 573
allow_mod4_mode, 570, 573
allow_snap_split, 570, 573
auto_option_save, 569, 572
config_directory, 572, 575
config_filename, 572, 576
config_filename_alt, 572, 576
config_filespec, 569
device_ignore, 571, 574
device_ignore_num, 571, 574
filename, 571, 575
filter_by_channel, 571, 574
help_check, 578
home_config_directory, 577
interaction_method, 571, 575
jack_session_uuid, 572, 575
lash_support, 570, 572
last_used_dir, 572, 575
legacy_format, 569, 572
m_allow_click_edit, 579
m_allow_mod4_mode, 578
m_allow_snap_split, 578
m_auto_option_save, 578
m_config_directory, 580
m_config_filename, 580
m_config_filename_alt, 581
m_device_ignore, 580
m_device_ignore_num, 580
m_filename, 580
m_filter_by_channel, 579
m_interaction_method, 580
m_jack_session_uuid, 580
m_lash_support, 578
m_last_used_dir, 580
m_legacy_format, 578
m_manual_alsa_ports, 579
m_pass_sysex, 579
m_print_keys, 580
m_priority, 579
m_reveal_alsa_ports, 580
m_show_midi, 579
m_stats, 579
m_user_filename, 581
m_user_filename_alt, 581
m_with_jack_master, 579
m_with_jack_master_cond, 579
m_with_jack_transport, 579
mainwnd, 577
manual_alsa_ports, 571, 574
operator=, 569
options, 577
optionsfile, 577
parse_command_line_options, 577
pass_sysex, 570, 573
print_keys, 571, 574
priority, 570, 573
rc_settings, 568
reveal_alsa_ports, 571, 574
set_config_files, 576
set_defaults, 569
show_midi, 570, 573
stats, 570, 573
user_filename, 572, 576
user_filename_alt, 572, 577
user_filespec, 569
with_jack, 571
with_jack_master, 570, 573
with_jack_master_cond, 571, 574
with_jack_transport, 570, 573
seq64::rect, 581
height, 581
width, 582
x, 581
y, 581
seq64::seqdata, 588
~seqdata, 592
change_horz, 594
convert_x, 594
draw_events_on, 594
draw_events_on_pixmap, 595
draw_line_on_window, 593
draw_pixmap_on_window, 595
idle_redraw, 593
lfownd, 597
m_cc, 598
m_drag_handle, 599
m_dragging, 599
m_number_h, 598
m_number_offset_y, 598
m_number_w, 598
m_numbers, 599
m_old, 599
m_scroll_offset_ticks, 598
m_scroll_offset_x, 598
m_seq, 598
m_status, 598
m_zoom, 598
on_button_press_event, 595
on_button_release_event, 596

on_expose_event, 595
on_leave_notify_event, 596
on_motion_notify_event, 596
on_realize, 595
on_scroll_event, 596
on_size_allocate, 597
redraw, 592
render_number, 594
reset, 592
seqdata, 591
seqevent, 597
seqroll, 597
set_data_type, 592
set_zoom, 592
update_pixmap, 593
update_sizes, 593
xy_to_rect, 593
seq64::seqedit, 599
~seqedit, 607
apply_length, 610
change_focus, 616
create_menu_image, 615
create_menus, 614
do_action, 616
fill_top_bar, 614
get_measures, 611
handle_close, 616
horizontal_adjust, 609
horizontal_set, 610
m_bgsequence, 620
m_button_bpm, 627
m_button_bus, 625
m_button_bw, 627
m_button_channel, 625
m_button_chord, 626
m_button_data, 627
m_button_key, 626
m_button_length, 626
m_button_lfo, 624
m_button_note_length, 625
m_button_quantize, 624
m_button_rec_vol, 627
m_button_redo, 624
m_button_scale, 626
m_button_sequence, 625
m_button_snap, 625
m_button_tools, 625
m_button_undo, 624
m_button_zoom, 626
m_chord, 620
m_editing_cc, 628
m_editing_status, 628
m_entry_bpm, 627
m_entry_bus, 625
m_entry_bw, 627
m_entry_channel, 625
m_entry_chord, 627
m_entry_data, 627
m_entry_key, 626
m_entry_length, 626
m_entry_name, 628
m_entry_note_length, 626
m_entry_scale, 626
m_entry_sequence, 625
m_entry_snap, 625
m_entry_zoom, 626
m_hadjust, 623
m_have_focus, 628
m_hbox, 624
m_hbox2, 624
m_hscroll_new, 623
m_image_transpose, 621
m_initial_chord, 619
m_initial_note_length, 619
m_initial_snap, 619
m_initial_zoom, 619
m_key, 620
m_lfo_wnd, 624
m_measures, 620
m_menu_bpm, 622
m_menu_bw, 622
m_menu_chords, 622
m_menu_data, 622
m_menu_key, 622
m_menu_length, 621
m_menu_midibus, 622
m_menu_midich, 622
m_menu_note_length, 621
m_menu_rec_vol, 622
m_menu_scale, 622
m_menu_sequences, 622
m_menu_snap, 621
m_menu_tools, 621
m_menu_zoom, 621
m_menubar, 621
m_note_length, 620
m_pp_eighth, 620
m_pp_sixteenth, 621
m_pp_whole, 620
m_ppqn, 620
m_scale, 620
m_seq, 621
m_seqdata_wid, 623
m_seqevent_wid, 623
m_seqkeys_wid, 623
m_seqroll_wid, 623
m_seqtime_wid, 623
m_snap, 620
m_table, 624
m_toggle_play, 627
m_toggle_q_rec, 628
m_toggle_record, 628
m_toggle_thru, 628
m_toggle_transpose, 621
m_tooltips, 627
m_vadjust, 623

m_vbox, 624
m_vscroll_new, 623
m_zoom, 619
mouse_action, 616
name_change_callback, 612
on_delete_event, 617
on_focus_in_event, 617
on_focus_out_event, 617
on_key_press_event, 618
on_realize, 617
on_scroll_event, 617
on_set_focus, 617
play_change_callback, 612
popup_event_menu, 615
popup_menu, 614
popup_midibus_menu, 615
popup_midich_menu, 615
popup_sequence_menu, 615
popup_tool_menu, 615
q_rec_change_callback, 613
record_change_callback, 613
redo_callback, 613
seqedit, 607
seqmenu, 619
set_background_sequence, 612
set_beat_width, 608
set_beats_per_bar, 608
set_chord, 612
set_data_type, 613
set_key, 612
set_measures, 610
set_midi_bus, 611
set_midi_channel, 611
set_note_length, 608
set_rec_vol, 609
set_scale, 611
set_snap, 608
set_transpose_image, 609
set_zoom, 607
start_playing, 616
stop_playing, 616
thru_change_callback, 613
timeout, 615
transpose_change_callback, 612
undo_callback, 613
update_all_windows, 614
vertical_adjust, 609
vertical_set, 610
seq64::seqevent, 629
~seqevent, 632
change_horz, 636
convert_t, 636
convert_x, 636
draw_background, 634
draw_events_on, 635
draw_events_on_pixmap, 634
draw_pixmap_on_window, 634
draw_selection_on_window, 634
drop_event, 635
force_draw, 634
FruitySeqEventInput, 640
idle_redraw, 634
m_cc, 642
m_fruity_interaction, 640
m_growing, 641
m_move_snap_offset_x, 642
m_moving, 641
m_moving_init, 641
m_old, 641
m_painting, 642
m_paste, 642
m_ppqn, 640
m_scroll_offset_ticks, 641
m_scroll_offset_x, 641
m_selected, 641
m_selecting, 641
m_seq, 640
m_seq24_interaction, 640
m_seqdata_wid, 641
m_snap, 640
m_status, 642
m_zoom, 640
on_button_press_event, 637
on_button_release_event, 638
on_expose_event, 637
on_focus_in_event, 639
on_focus_out_event, 639
on_key_press_event, 639
on_motion_notify_event, 638
on_realize, 637
on_size_allocate, 639
redraw, 633
reset, 633
Seq24SeqEventInput, 640
seqevent, 632
set_data_type, 633
set_snap, 633
set_zoom, 633
snap_x, 637
snap_y, 636
start_paste, 636
update_pixmap, 634
update_sizes, 633
x_to_w, 635
seq64::seqkeys, 643
~seqkeys, 646
change_vert, 648
convert_y, 647
draw_area, 647
draw_key, 648
force_draw, 647
FruitySeqRollInput, 651
is_black_key, 648
m_hint_key, 652
m_hint_state, 651
m_key, 652

m_keying, 652
m_keying_note, 652
m_scale, 652
m_scroll_offset_key, 651
m_scroll_offset_y, 651
m_seq, 651
m_show_octave_letters, 652
on_button_press_event, 649
on_button_release_event, 649
on_enter_notify_event, 650
on_expose_event, 649
on_leave_notify_event, 650
on_motion_notify_event, 650
on_realize, 649
on_scroll_event, 650
on_size_allocate, 651
reset, 648
seqkeys, 645
seqroll, 651
set_hint_key, 646
set_hint_state, 646
set_key, 646
set_listen_button_press, 647
set_listen_button_release, 647
set_listen_motion_notify, 647
set_scale, 646
update_pixmap, 647
update_sizes, 648
seq64::seqmenu, 653
~seqmenu, 657
const_iterator, 656
create_seqedit, 659
current_seq, 657
delete_current_sequence, 659
get_current_sequence, 658
get_sequence, 658
is_current_seq_active, 658
is_current_seq_in_edit, 658
is_edit_sequence, 658
is_modified, 657, 658
iterator, 656
m_clipboard, 663
m_current_seq, 663
m_eventedit, 663
m_mainperf, 663
m_menu, 663
m_modified, 663
m_seqedit, 663
mainwnd, 662
mute_all_tracks, 662
new_current_sequence, 658
new_sequence, 658
on_realize, 662
popup_menu, 659
redraw, 660
remove_seqedit, 660
seq_clear_perf, 661
seq_copy, 661
seq_cut, 661
seq_edit, 659
seq_event_edit, 659
seq_new, 661
seq_paste, 661
seq_set_and_edit, 660
seq_set_and_eventedit, 660
seqedit, 662
SeqeditMap, 656
SeqeditPair, 656
seqmenu, 657
set_bus_and_midi_channel, 661
set_edit_sequence, 657
set_transposable, 662
sm_seqedit_list, 663
toggle_all_tracks, 662
toggle_current_sequence, 659
unmute_all_tracks, 662
unset_edit_sequence, 658
seq64::seqroll, 664
~seqroll, 670
add_chord, 671
add_note, 671
adding, 684
align_selection, 681
button_press, 682
button_press_initial, 681
button_release, 682
change_horz, 679
change_vert, 679
clear_flags, 683
clear_old, 683
clear_selected, 683
complete_paste, 674, 675
convert_sel_box_to_rect, 678
convert_tn, 676
convert_tn_box_to_rect, 677
convert_xy, 676
draw_background_on_pixmap, 673
draw_events_on, 678
draw_events_on_pixmap, 673
draw_progress_on_window, 673
draw_selection_on_window, 673
drop_action, 685
follow_progress, 675
force_draw, 675
FruitySeqRollInput, 689
get_selected_box, 678
grow_selected_notes, 681
growing, 684
horizontal_adjust, 675
idle_progress, 678
idle_redraw, 678
m_adding, 690
m_background_sequence, 692
m_cc, 693
m_chord, 690
m_drawing_background_seq, 693

m_fruity_interaction, 689
m_growing, 691
m_horizontal_adjust, 689
m_is_drag_pasting, 691
m_is_drag_pasting_start, 691
m_justselected_one, 691
m_key, 690
m_move_delta_x, 691
m_move_delta_y, 692
m_move_snap_offset_x, 692
m_moving, 691
m_moving_init, 691
m_note_length, 690
m_old, 689
m_painting, 691
m_paste, 691
m_pos, 689
m_ppqn, 690
m_progress_x, 692
m_scale, 690
m_scroll_offset_key, 692
m_scroll_offset_ticks, 692
m_scroll_offset_x, 692
m_scroll_offset_y, 692
m_selected, 689
m_selecting, 690
m_seq, 689
m_seqkeys_wid, 689
m_snap, 690
m_status, 693
m_trans_button_press, 692
m_transport_follow, 692
m_vertical_adjust, 689
m_zoom, 690
motion_notify, 682
move_selected_notes, 679
move_selection_box, 679
moving, 685
normal_action, 684
note_off_length, 671
on_button_press_event, 685
on_button_release_event, 686
on_enter_notify_event, 688
on_expose_event, 685
on_focus_in_event, 686
on_focus_out_event, 687
on_key_press_event, 687
on_leave_notify_event, 688
on_motion_notify_event, 686
on_realize, 685
on_scroll_event, 687
on_size_allocate, 688
redraw, 674
redraw_events, 674
reset, 674
scroll_offset_x, 683
scroll_offset_y, 683
select_action, 685
selecting, 684
seqroll, 669
set_adding, 681
set_background_sequence, 672
set_chord, 672
set_current_offset_x_y, 684
set_data_type, 672
set_key, 671
set_note_length, 670
set_scale, 671
set_snap, 670
set_zoom, 670
snap_x, 676
snap_y, 675
start_paste, 674
update_and_draw, 674
update_background, 673
update_mouse_pointer, 681
update_pixmap, 672
update_sizes, 672
vertical_adjust, 675
xy_to_rect, 677
seq64::seqtime, 693
~seqtime, 695
change_horz, 697
draw_pixmap_on_window, 696
draw_progress_on_window, 696
idle_progress, 697
m_ppqn, 698
m_scroll_offset_ticks, 698
m_scroll_offset_x, 698
m_seq, 698
m_zoom, 698
on_button_press_event, 697
on_button_release_event, 698
on_expose_event, 697
on_realize, 697
on_size_allocate, 697
redraw, 696
reset, 696
seqtime, 695
set_zoom, 696
update_pixmap, 696
update_sizes, 697
seq64::sequence, 698
~sequence, 710
add_chord, 725
add_event, 725, 726
add_note, 724
add_trigger, 726
adjust_offset, 755
adjust_timestamp, 740
adjust_trigger_offsets_to_length, 755
any_selected_notes, 711
append_event, 726
apply_song_transpose, 716
background_sequence, 752
change_event_data_lfo, 744

change_event_data_range, 743
channel_match, 756
check_queued_tick, 720
clear_triggers, 733
clip_timestamp, 741
clocks_per_metronome, 715
copy_events, 752
copy_selected, 738
copy_selected_trigger, 730
copy_triggers, 732
cut_selected, 738
cut_selected_trigger, 730
decrement_selected, 744
del_selected_trigger, 730
del_trigger, 727
event_count, 712
event_in_range, 754
EventStack, 709
events, 711
get_32nds_per_quarter, 715
get_beat_width, 715
get_beats_per_bar, 715
get_clipboard_box, 740
get_editing, 717
get_hold_undo, 712
get_last_tick, 718
get_length, 718
get_max_trigger, 732
get_measures, 714
get_midi_bus, 733
get_midi_channel, 722
get_minmax_note_events, 749
get_name, 717
get_next_event, 749, 750
get_next_note_event, 749
get_next_trigger, 750
get_num_selected_events, 737
get_num_selected_notes, 737
get_playing, 719
get_ppqn, 714
get_quantized_rec, 721
get_queued, 720
get_queued_tick, 720
get_raise, 717
get_recording, 720
get_selected_box, 739
get_song_mute, 716
get_thru, 721
get_transposable, 717
get_trigger_count, 711
get_trigger_offset, 733
get_trigger_paste_tick, 711
get_trigger_state, 728
get_triggers, 728
grow_selected, 745
grow_trigger, 727
have_redo, 713
have_undo, 712
increment_selected, 744
intersect_events, 730
intersect_notes, 729
intersect_triggers, 729
is_dirty_edit, 721
is_dirty_main, 721
is_dirty_names, 722
is_dirty_perf, 721
is_smf_0, 722
link_new, 747
m_32nds_per_quarter, 761
m_background_sequence, 762
m_bus, 758
m_channel_match, 758
m_clocks_per_metronome, 761
m_dirty_edit, 759
m_dirty_main, 759
m_dirty_names, 760
m_dirty_perf, 760
m_editing, 760
m_events, 757
m_events_clipboard, 757
m_events_redo, 758
m_events_undo, 757
m_events_undo_hold, 757
m_have_redo, 757
m_have_undo, 757
m_iterator_draw, 758
m_last_tick, 760
m_length, 761
m_masterbus, 758
m_maxbeats, 760
m_midi_channel, 758
m_musical_key, 762
m_musical_scale, 762
m_mutex, 763
m_name, 760
m_note_off_margin, 763
m_note_off_velocity, 762
m_note_on_velocity, 762
m_notes_on, 758
m_parent, 757
m_playing, 759
m_playing_notes, 759
m_ppqn, 761
m_quantized_rec, 759
m_queued, 759
m_queued_tick, 760
m_raise, 760
m_rec_vol, 762
m_recording, 759
m_seq_number, 761
m_snap_tick, 761
m_song_mute, 758
m_thru, 759
m_time_beat_width, 761
m_time_beats_per_measure, 761
m_transposable, 758

m_trigger_offset, 760
m_triggers, 757
m_us_per_quarter_note, 762
m_was_playing, 759
mark_selected, 746
measures_to_ticks, 715
mod_last_tick, 719
modify, 712
move_selected_notes, 741
move_selected_triggers_to, 731
move_triggers, 732
multiply_pattern, 752
musical_key, 752
musical_scale, 752
name, 717
note_off_margin, 754
number, 711
off_playing_notes, 748
off_queued, 719
on_queued, 720
operator=, 710
partial_assign, 710
paste_selected, 738
paste_trigger, 731
pause, 748
perform, 756
play, 723
play_note_off, 747
play_note_on, 747
play_queue, 723
pop_redo, 713
pop_trigger_redo, 714
pop_trigger_undo, 713
pop_undo, 713
print, 723
print_triggers, 723
push_quantize, 751
push_trigger_undo, 713
push_undo, 713
put_event_on_bus, 754
quantize_events, 750
remove, 755, 756
remove_all, 756
remove_marked, 746
remove_selected, 746
reset, 748
reset_draw_marker, 748
reset_draw_trigger_marker, 748
select_action_e, 709
select_all, 738
select_all_notes, 737
select_even_or_odd_notes, 736
select_event_handle, 736
select_events, 734, 735
select_linked, 736
select_note_events, 734
select_trigger, 728
selected_trigger_end, 732
selected_trigger_start, 731
sequence, 710
set_32nds_per_quarter, 715
set_beat_width, 715
set_beats_per_bar, 714
set_dirty, 722
set_dirty_mp, 722
set_editing, 717
set_have_redo, 713
set_have_undo, 712
set_hold_undo, 712
set_last_tick, 718
set_length, 717
set_master_midi_bus, 733
set_measures, 714
set_midi_bus, 733
set_midi_channel, 722
set_name, 714
set_parent, 754
set_playing, 719
set_quantized_rec, 720
set_raise, 717
set_rec_vol, 716
set_recording, 720
set_snap_tick, 720
set_song_mute, 716
set_thru, 721
set_transposable, 716
set_trigger_offset, 755
set_trigger_paste_tick, 711
shift_notes, 752
show_events, 752
sort_events, 726
split_trigger, 727
stream_event, 742
stretch_selected, 746
toggle_playing, 719
toggle_queued, 719
toggle_song_mute, 716
transpose_notes, 751
triggerlist, 711
triggers, 756
trim_timestamp, 741
unpaint_all, 746
unselect, 747
unselect_triggers, 729
us_per_quarter_note, 716
verify_and_link, 747
zero_markers, 747
seq64::trigger, 763
decrement_offset, 766
decrement_tick_end, 765
decrement_tick_start, 765
increment_offset, 766
increment_tick_end, 765
increment_tick_start, 765
length, 765
m_offset, 766

m_selected, 767
m_tick_end, 766
m_tick_start, 766
offset, 766
operator<, 764
selected, 766
tick_end, 765
tick_start, 765
trigger, 764
seq64::triggers, 767
~triggers, 771
add, 773
adjust_offset, 781
adjust_offsets_to_length, 773
clear, 780
copy, 779
copy_selected, 777
FruityPerfInput, 782
get_maximum, 778
get_selected_end, 778
get_selected_start, 778
get_state, 775
get_trigger_paste_tick, 781
grow, 774
grow_edit_t, 770
intersect, 775
List, 769
m_clipboard, 782
m_iterator_draw_trigger, 782
m_iterator_play_trigger, 782
m_length, 783
m_parent, 782
m_paste_tick, 783
m_ppqn, 783
m_redo_stack, 782
m_trigger_copied, 782
m_triggers, 782
m_undo_stack, 782
midi_container, 781
midifile, 781
move, 778
move_selected, 777
next, 780
next_trigger, 780
operator=, 771
paste, 777
play, 772
pop_redo, 772
pop_undo, 772
print, 772
push_undo, 772
remove, 774
remove_selected, 777
reset_draw_trigger_marker, 780
select, 775
Seq24PerfInput, 782
sequence, 781
set_length, 771
set_ppqn, 771
set_trigger_paste_tick, 780
split, 774, 781
Stack, 769
triggerlist, 772
triggers, 771
unselect, 775
seq64::user_instrument, 783
controller_active, 786
controller_count, 785
controller_max, 785
controller_name, 785
copy_definitions, 787
is_valid, 785
m_controller_count, 787
m_instrument_def, 787
m_is_valid, 787
name, 785
operator=, 784
set_controller, 786
set_defaults, 785
set_name, 786
user_instrument, 784
seq64::user_instrument_t, 787
controllers, 788
controllers_active, 788
instrument, 788
seq64::user_midi_bus, 788
channel_count, 790
channel_max, 790
copy_definitions, 791
instrument, 790
is_valid, 790
m_channel_count, 791
m_is_valid, 791
m_midi_bus_def, 791
name, 790
operator=, 789
set_defaults, 790
set_instrument, 791
set_name, 791
user_midi_bus, 789
seq64::user_midi_bus_t, 792
alias, 792
instrument, 792
seq64::user_settings, 792
add_bus, 801
add_instrument, 801
allow_two_perfedits, 807, 811
baseline_ppqn, 811
bus, 802
bus_count, 802
bus_instrument, 802
bus_name, 802
BussConstIterator, 800
BussIterator, 800
Busses, 800
control_height, 806, 810

controller_active, 803
controller_name, 803
dump_summary, 810
global_seq_feature, 806
gmute_tracks, 804
grid_brackets, 804, 808
grid_is_black, 804
grid_is_normal, 804
grid_is_white, 804
grid_style, 803, 808
instrument, 802
instrument_controller_active, 803
instrument_controller_name, 803
instrument_count, 802
instrument_name, 803
InstrumentConstIterator, 800
InstrumentIterator, 800
Instruments, 800
inverse_colors, 808, 812
m_allow_two_perfedits, 816
m_control_height, 815
m_current_zoom, 815
m_global_seq_feature_save, 815
m_gmute_tracks, 819
m_grid_brackets, 814
m_grid_style, 814
m_h_perf_page_increment, 817
m_instruments, 814
m_inverse_colors, 817
m_mainwid_border, 815
m_mainwid_spacing, 815
m_mainwid_x, 820
m_mainwid_y, 820
m_mainwnd_cols, 815
m_mainwnd_rows, 814
m_max_sequence, 820
m_max_sets, 815
m_midi_beat_width, 819
m_midi_beats_per_measure, 818
m_midi_beats_per_minute, 819
m_midi_buses, 814
m_midi_buss_override, 819
m_midi_ppqn, 818
m_progress_bar_colored, 817
m_progress_bar_thick, 817
m_save_user_config, 821
m_seqarea_seq_x, 820
m_seqarea_seq_y, 820
m_seqarea_x, 820
m_seqarea_y, 820
m_seqchars_x, 818
m_seqchars_y, 818
m_seqedit_bgsequence, 816
m_seqedit_key, 816
m_seqedit_scale, 816
m_seqs_in_set, 819
m_text_x, 818
m_text_y, 818
m_total_seqs, 819
m_use_more_icons, 817
m_use_new_font, 816
m_v_perf_page_increment, 817
m_window_redraw_rate_ms, 817
mainwid_border, 805, 810
mainwid_grid_style_t, 800
mainwid_spacing, 805, 810
mainwid_x, 806
mainwid_y, 806
mainwnd_cols, 804, 808
mainwnd_rows, 804, 808
max_sequence, 804
max_sets, 804, 809
max_zoom, 811
mc_baseline_ppqn, 821
mc_max_zoom, 821
mc_min_zoom, 821
midi_beat_width, 811, 813
midi_beats_per_bar, 810, 813
midi_beats_per_minute, 811, 813
midi_buss_override, 811, 812
midi_ppqn, 810, 812
min_zoom, 811
normalize, 801
operator=, 801
perf_h_page_increment, 807, 811
perf_v_page_increment, 807, 812
private_bus, 813
private_instrument, 813
progress_bar_colored, 807, 812
progress_bar_thick, 807, 812
save_user_config, 808
seqarea_seq_x, 805, 810
seqarea_seq_y, 805, 810
seqarea_x, 805, 809
seqarea_y, 805, 809
seqchars_x, 805, 809
seqchars_y, 805, 809
seqedit_bgsequence, 807
seqedit_key, 807
seqedit_scale, 806
seqs_in_set, 804
set_bus_instrument, 802
set_defaults, 801
set_instrument_controllers, 802
text_x, 805, 809
text_y, 805, 809
use_more_icons, 808, 812
use_new_font, 807, 811
user_settings, 801
userfile, 814
window_redraw_rate, 808, 812
zoom, 806
seq64::userfile, 822
~userfile, 823
dump_setting_summary, 824
parse, 823

userfile, 823
write, 823
seq_clear_perf
seq64::seqmenu, 661
seq_copy
seq64::seqmenu, 661
seq_cut
seq64::seqmenu, 661
seq_edit
seq64::seqmenu, 659
seq_event_edit
seq64::seqmenu, 659
seq_event_type_t
seq64, 57
seq_from_xy
seq64::mainwid, 335
seq_in_playing_screen
seq64::perform, 516
seq_modifier_t
seq64, 56
seq_new
seq64::seqmenu, 661
seq_number_size
seq64::midifile, 425
seq_paste
seq64::seqmenu, 661
seq_scroll_direction_t
seq64, 57
seq_set_and_edit
seq64::mainwid, 333
seq64::seqmenu, 660
seq_set_and_eventedit
seq64::mainwid, 333
seq64::seqmenu, 660
seqarea_seq_x
seq64::user_settings, 805, 810
seqarea_seq_y
seq64::user_settings, 805, 810
seqarea_x
seq64::user_settings, 805, 809
seqarea_y
seq64::user_settings, 805, 809
seqchars_x
seq64::user_settings, 805, 809
seqchars_y
seq64::user_settings, 805, 809
seqdata
seq64::seqdata, 591
seqedit
seq64::seqedit, 607
seq64::seqmenu, 662
seqedit_bgsequence
seq64::user_settings, 807
seqedit_key
seq64::user_settings, 807
seqedit_scale
seq64::user_settings, 806
SeqeditMap
seq64::seqmenu, 656
SeqeditPair
seq64::seqmenu, 656
seqevent
seq64::seqdata, 597
seq64::seqevent, 632
seqkeys
seq64::seqkeys, 645
seqmenu
seq64::seqedit, 619
seq64::seqmenu, 657
seqroll
seq64::seqdata, 597
seq64::seqkeys, 651
seq64::seqroll, 669
seqs_in_set
seq64::user_settings, 804
seqspec_string
seq64::editable_event, 127
seqtime
seq64::seqtime, 695
sequence
seq64::event_list, 168
seq64::sequence, 710
seq64::triggers, 781
sequence_count
seq64::perform, 478
sequence_key
seq64::mainwnd, 350
seq64::perform, 501
sequence_label
seq64::perform, 501
sequence_max
seq64::perform, 478
sequence_playing_change
seq64::perform, 491
sequence_playing_off
seq64::perform, 491
sequence_playing_on
seq64::perform, 491
sequence_playing_toggle
seq64::perform, 491
session_event
seq64::jack_assistant, 259
set
seq64::keybindentry, 277
seq64::midi_control, 381, 382
set_32nds_per_quarter
seq64::perform, 480
seq64::sequence, 715
set_active
seq64::perform, 514
set_adding
seq64::AbstractPerfInput, 105
seq64::Seq24SeqEventInput, 587
seq64::seqroll, 681
set_adding_pressed
seq64::AbstractPerfInput, 106

set_all_key_events
seq64::keys_perform, 296
seq64::keys_perform_gtk2, 306
seq64::perform, 521
set_all_key_groups
seq64::keys_perform, 296
seq64::keys_perform_gtk2, 306
seq64::perform, 521
set_alsa_client_id
seq64::lash, 316
set_and_copy_mute_group
seq64::perform, 512
set_background_sequence
seq64::seqedit, 612
seq64::seqroll, 672
set_beat_width
seq64::jack_assistant, 257
seq64::perfedit, 448
seq64::perform, 480
seq64::seqedit, 608
seq64::sequence, 715
set_beats_per_bar
seq64::perfedit, 448
seq64::perform, 480
seq64::seqedit, 608
seq64::sequence, 714
set_beats_per_measure
seq64::jack_assistant, 257
set_beats_per_minute
seq64::jack_assistant, 257
seq64::mastermidibus, 362
seq64::perform, 515
set_bus_and_midi_channel
seq64::seqmenu, 661
set_bus_instrument
seq64::user_settings, 802
set_channel
seq64::event, 148
set_chord
seq64::seqedit, 612
seq64::seqroll, 672
set_clock
seq64::mastermidibus, 368
seq64::midibus, 405
set_clock_mod
seq64::midibus, 406
set_config_files
seq64::rc_settings, 576
set_controller
seq64::user_instrument, 786
set_current_drop_x
seq64::gui_drawingarea_gtk2, 235
set_current_drop_y
seq64::gui_drawingarea_gtk2, 235
set_current_event
seq64::eventslots, 189
set_current_offset_x_y
seq64::seqroll, 684
set_data
seq64::event, 149
set_data_type
seq64::seqdata, 592
seq64::seqedit, 613
seq64::seqevent, 633
seq64::seqroll, 672
set_defaults
seq64::rc_settings, 569
seq64::user_instrument, 785
seq64::user_midi_bus, 790
seq64::user_settings, 801
set_dirty
seq64::eventedit, 176
seq64::sequence, 722
set_dirty_mp
seq64::sequence, 722
set_edit_sequence
seq64::perform, 479
seq64::seqmenu, 657
set_editing
seq64::sequence, 717
set_event_category
seq64::eventedit, 175
set_event_data_0
seq64::eventedit, 176
set_event_data_1
seq64::eventedit, 176
set_event_name
seq64::eventedit, 176
set_event_timestamp
seq64::eventedit, 176
set_follow_transport
seq64::jack_assistant, 262
seq64::perfedit, 447
seq64::perform, 484
set_group_mute_state
seq64::perform, 493
set_guides
seq64::perfedit, 448
seq64::perfroll, 541
seq64::perftime, 558
set_have_redo
seq64::perform, 507
seq64::sequence, 713
set_have_undo
seq64::perform, 506
seq64::sequence, 712
set_hint_key
seq64::seqkeys, 646
set_hint_state
seq64::seqkeys, 646
set_hold_undo
seq64::sequence, 712
set_image
seq64::perfedit, 450
set_input
seq64::mastermidibus, 368

seq64::midibus, 406
set_input_bus
seq64::perform, 502
set_instrument
seq64::user_midi_bus, 791
set_instrument_controllers
seq64::user_settings, 802
set_jack_mode
seq64::jack_assistant, 262
seq64::perfedit, 447
seq64::perform, 482
set_jack_running
seq64::jack_assistant, 263
set_jack_stop_tick
seq64::jack_assistant, 262
seq64::perform, 483
set_jack_tick
seq64::perform, 488
set_key
seq64::seqedit, 612
seq64::seqkeys, 646
seq64::seqroll, 671
set_key_event
seq64::keys_perform, 296
seq64::perform, 521
set_key_group
seq64::keys_perform, 297
seq64::perform, 521
set_keys
seq64::keys_perform, 286
set_last_tick
seq64::sequence, 718
set_left_tick
seq64::perform, 488
set_length
seq64::sequence, 717
seq64::triggers, 771
set_line
seq64::gui_drawingarea_gtk2, 225
set_listen_button_press
seq64::seqkeys, 647
set_listen_button_release
seq64::seqkeys, 647
set_listen_motion_notify
seq64::seqkeys, 647
set_looped
seq64::perfedit, 448
set_looping
seq64::perform, 515
set_master_midi_bus
seq64::sequence, 733
set_measures
seq64::seqedit, 610
seq64::sequence, 714
set_midi_bus
seq64::seqedit, 611
seq64::sequence, 733
set_midi_channel
seq64::seqedit, 611
seq64::sequence, 722
set_mode_group_learn
seq64::perform, 511
set_mode_group_mute
seq64::perform, 511
set_name
seq64::sequence, 714
seq64::user_instrument, 786
seq64::user_midi_bus, 791
set_note
seq64::event, 153
set_note_length
seq64::seqedit, 608
seq64::seqroll, 670
set_note_velocity
seq64::event, 154
set_offset
seq64::perform, 494
set_orig_ticks
seq64::perform, 515
set_parent
seq64::sequence, 754
set_play_image
seq64::mainwnd, 348
set_playback_mode
seq64::perform, 518
set_playing
seq64::sequence, 719
set_playing_screenset
seq64::keys_perform, 289
seq64::perform, 510
set_position
seq64::jack_assistant, 267
set_ppqn
seq64::jack_assistant, 261
seq64::mastermidibus, 362
seq64::perfroll, 543
seq64::perftime, 559
seq64::triggers, 771
set_quantized_rec
seq64::sequence, 720
set_raise
seq64::sequence, 717
set_rec_vol
seq64::seqedit, 609
seq64::sequence, 716
set_recording
seq64::sequence, 720
set_reposition
seq64::perform, 484
set_right_tick
seq64::perform, 489
set_running
seq64::perform, 518
set_scale
seq64::perftime, 558
seq64::seqedit, 611

seq64::seqkeys, 646
seq64::seqroll, 671
set_screen_set_notepad
seq64::perform, 509, 510
set_screenset
seq64::mainwid, 332
seq64::perform, 506
set_seq_count
seq64::eventedit, 175
set_seq_ppqn
seq64::eventedit, 175
set_seq_time_sig
seq64::eventedit, 175
set_seq_title
seq64::eventedit, 175
set_sequence_control_status
seq64::perform, 490
set_sequence_input
seq64::mastermidibus, 366
set_snap
seq64::perfedit, 448
seq64::seqedit, 608
seq64::seqevent, 633
seq64::seqroll, 670
set_snap_tick
seq64::sequence, 720
set_song_mute
seq64::mainwnd, 351
seq64::perform, 511
seq64::sequence, 716
set_songlive_image
seq64::mainwnd, 348
set_start_from_perfedit
seq64::jack_assistant, 263
set_start_tick
seq64::perform, 489
set_status
seq64::event, 147, 148
set_status_from_string
seq64::editable_event, 126
set_status_keep_channel
seq64::event, 148
set_sysex_size
seq64::event, 151
set_text
seq64::eventslots, 192
set_thru
seq64::sequence, 721
set_timestamp
seq64::event, 144
set_transposable
seq64::seqmenu, 662
seq64::sequence, 716
set_transpose
seq64::perfedit, 447
seq64::perform, 490
set_transpose_image
seq64::seqedit, 609
set_trigger_offset
seq64::sequence, 755
set_trigger_paste_tick
seq64::sequence, 711
seq64::triggers, 780
set_was_active
seq64::perform, 514
set_zoom
seq64::perfedit, 446
seq64::perfroll, 545
seq64::perftime, 559
seq64::seqdata, 592
seq64::seqedit, 607
seq64::seqevent, 633
seq64::seqroll, 670
seq64::seqtime, 696
shift_lock
seq64::keystroke, 313
shift_notes
seq64::sequence, 752
shorten_file_spec
seq64, 65
show_events
seq64::sequence, 752
show_midi
seq64::rc_settings, 570, 573
show_position
seq64::jack_assistant, 265
show_statuses
seq64::jack_assistant, 265
show_ui_sequence_key
seq64::keys_perform, 294
seq64::perform, 495
show_ui_sequence_number
seq64::keys_perform, 294
seq64::perform, 496
signal
seq64::condition_var, 113
signal_action
seq64::mainwnd, 353
size
seq64::midi_container, 375
seq64::midi_list, 386
seq64::midi_vector, 399
SlotMap
seq64::keys_perform, 285
sm_category_arrays
seq64::editable_event, 129
sm_category_names
seq64::editable_event, 128
sm_channel_event_names
seq64::editable_event, 128
sm_cond
seq64::condition_var, 114
sm_internal_keys
seq64::gui_assistant_gtk2, 220
sm_mc_dummy
seq64::perform, 525

sm_meta_event_names
seq64::editable_event, 128
sm_prop_event_names
seq64::editable_event, 129
sm_recursive_mutex
seq64::mutex, 429
sm_seqedit_list
seq64::seqmenu, 663
sm_status_pairs
seq64::jack_assistant, 270
sm_system_event_names
seq64::editable_event, 128
snap_x
seq64::perfroll, 544
seq64::seqevent, 637
seq64::seqroll, 676
snap_y
seq64::seqevent, 636
seq64::seqroll, 675
snapshot_1
seq64::keys_perform, 288
snapshot_2
seq64::keys_perform, 288
song_fill_seq_event
seq64::midi_container, 378
song_fill_seq_trigger
seq64::midi_container, 379
song_mode
seq64::keys_perform, 292
song_start_mode
seq64::jack_assistant, 262
seq64::perform, 482
sort
seq64::event_list, 165
sort_events
seq64::sequence, 726
split
seq64::midi_splitter, 391
seq64::triggers, 774, 781
split_channel
seq64::midi_splitter, 392
split_trigger
seq64::perform, 507
seq64::perfroll, 545
seq64::sequence, 727
Stack
seq64::triggers, 769
start
seq64::jack_assistant, 259
seq64::keys_perform, 290
seq64::lash, 316
seq64::mastermidibus, 364
seq64::midibus, 405
seq64::perform, 512
start_from_perfedit
seq64::perform, 484
start_jack
seq64::perform, 513
start_key
seq64::perform, 498
start_paste
seq64::seqevent, 636
seq64::seqroll, 674
start_playing
seq64::mainwnd, 349
seq64::perfedit, 450
seq64::perform, 497
seq64::seqedit, 616
stats
seq64::rc_settings, 570, 573
status
seq64::midi_control, 381
status_string
seq64::editable_event, 127
stock_event_string
seq64::editable_event, 127
stop
seq64::jack_assistant, 259
seq64::keys_perform, 291
seq64::mastermidibus, 364
seq64::midibus, 405
seq64::perform, 512
stop_jack
seq64::perform, 513
stop_key
seq64::perform, 499
stop_playing
seq64::mainwnd, 349
seq64::perfedit, 450
seq64::perform, 498
seq64::seqedit, 616
stream_event
seq64::sequence, 742
stretch_selected
seq64::sequence, 746
string_is_void
seq64, 66
string_not_void
seq64, 66
string_to_midibyte
seq64, 65
string_to_pulses
seq64, 65
seq64::editable_events, 134
strings_match
seq64, 67
sync
seq64::jack_assistant, 266
sysex
seq64::mastermidibus, 367
seq64::midibus, 404
SysexContainer
seq64::event, 142

tap_bpm
seq64::keys_perform, 293
tempo_to_us

seq64, 69
tempo_us_from_beats_per_minute
seq64, 69
tempo_us_to_bytes
seq64, 67
text_x
seq64::user_settings, 805, 809
text_y
seq64::user_settings, 805, 809
thru_change_callback
seq64::seqedit, 613
tick_end
seq64::trigger, 765
tick_multiplier
seq64::jack_assistant, 263
tick_offset
seq64::perftime, 560
tick_start
seq64::trigger, 765
tick_to_pixel
seq64::perftime, 560
ticks_to_delta_time_us
seq64, 70
time_as_measures
seq64::editable_event, 126
time_as_minutes
seq64::editable_event, 126
time_as_pulses
seq64::editable_event, 126
timeout
seq64::mainwid, 335
seq64::perfedit, 450
seq64::seqedit, 615
timer_callback
seq64::mainwnd, 348
timestamp
seq64::editable_event, 125
timestamp_format_t
seq64::editable_event, 122
timestamp_string
seq64::editable_event, 125
timestring_to_pulses
seq64, 64
timing
seq64::editable_events, 134
to_string
seq64, 75
toLower
seq64::mainwnd, 350
toggle_all_tracks
seq64::perform, 492
seq64::seqmenu, 662
toggle_current_sequence
seq64::seqmenu, 659
toggle_follow_transport
seq64::jack_assistant, 262
seq64::perfedit, 447
seq64::perform, 484
toggle_jack
seq64::keys_perform, 293
seq64::perfedit, 446
toggle_jack_mode
seq64::jack_assistant, 261
seq64::perform, 482
toggle_mutes
seq64::keys_perform, 293
toggle_playing
seq64::mainwnd, 349
seq64::perfedit, 450
seq64::sequence, 719
toggle_playing_tracks
seq64::perform, 492
toggle_queued
seq64::sequence, 719
toggle_song_mute
seq64::sequence, 716
toggle_song_start_mode
seq64::jack_assistant, 262
seq64::perform, 481
toggle_visible
seq64::lfownd, 320
top_index
seq64::eventslots, 188
track_end_size
seq64::midifile, 425
track_name_size
seq64::midifile, 424
transport_callback
seq64::options, 433
transport_not_starting
seq64::jack_assistant, 258
transport_state
seq64::jack_assistant, 258
transpose_button_callback
seq64::perfedit, 447
transpose_change_callback
seq64::seqedit, 612
transpose_note
seq64::event, 153
transpose_notes
seq64::sequence, 751
trigger
seq64::trigger, 764
triggerlist
seq64::sequence, 711
seq64::triggers, 772
triggers
seq64::sequence, 756
seq64::triggers, 771
trim_timestamp
seq64::sequence, 741
type
seq64::keybindentry, 276

undo
seq64::perfedit, 449
undo_callback

seq64::seqedit, 613
unlock
seq64::mutex, 429
unmark
seq64::event, 152
unmark_all
seq64::event_list, 166
unmodify
seq64::event_list, 163
unmute_all_tracks
seq64::seqmenu, 662
unpaint
seq64::event, 152
unpaint_all
seq64::event_list, 167
seq64::sequence, 746
unselect
seq64::event, 153
seq64::sequence, 747
seq64::triggers, 775
unselect_all
seq64::event_list, 168
unselect_triggers
seq64::sequence, 729
unset_edit_sequence
seq64::perform, 479
seq64::seqmenu, 658
unset_mode_group_learn
seq64::perform, 512
unset_mode_group_mute
seq64::perform, 511
unset_sequence_control_status
seq64::perform, 491
update_all_windows
seq64::seqedit, 614
update_and_draw
seq64::seqroll, 674
update_background
seq64::seqroll, 673
update_mainwid_sequences
seq64, 86
seq64::mainwid, 338
update_markers
seq64::mainwid, 333
update_mouse_pointer
seq64::FruityPerfInput, 208
seq64::FruitySeqEventInput, 211
seq64::FruitySeqRollInput, 214
seq64::seqroll, 681
update_perfedit_sequences
seq64, 86
seq64::perfedit, 451
update_pixmap
seq64::perftime, 560
seq64::seqdata, 593
seq64::seqevent, 634
seq64::seqkeys, 647
seq64::seqroll, 672
seq64::seqtime, 696
update_sequences_on_window
seq64::mainwid, 332
update_sizes
seq64::perfroll, 541
seq64::perftime, 560
seq64::seqdata, 593
seq64::seqevent, 633
seq64::seqkeys, 648
seq64::seqroll, 672
seq64::seqtime, 697
update_window_title
seq64::mainwnd, 350
us_per_quarter_note
seq64::perform, 480, 481
seq64::sequence, 716
use_more_icons
seq64::user_settings, 808, 812
use_new_font
seq64::user_settings, 807, 811
user_filename
seq64::rc_settings, 572, 576
user_filename_alt
seq64::rc_settings, 572, 577
user_filespec
seq64::rc_settings, 569
user_instrument
seq64::user_instrument, 784
user_midi_bus
seq64::user_midi_bus, 789
user_settings
seq64::user_settings, 801
userfile
seq64::user_settings, 814
seq64::userfile, 823
usr
seq64, 84

v_adjustment
seq64::eventedit, 177
valid_midi_control_seq
seq64::perform, 517
valid_sequence
seq64::mainwid, 334
value_to_name
seq64::editable_event, 123
varinum_size
seq64::midifile, 423
verify_and_link
seq64::event_list, 165
seq64::sequence, 747
versiontext
seq64, 97
vertical_adjust
seq64::perfroll, 547
seq64::seqedit, 609
seq64::seqroll, 675
vertical_set
seq64::perfroll, 547

seq64::seqedit, 610

wait
seq64::condition_var, 113
wave_func
seq64, 73
wave_type_name
seq64, 60
wave_type_t
seq64, 56
white
seq64::gui_palette_gtk2, 243
white_key
seq64::gui_palette_gtk2, 244
white_paint
seq64::gui_palette_gtk2, 244
width
seq64::gui_drawingarea_gtk2::rect, 582
seq64::rect, 582
window_redraw_rate
seq64::user_settings, 808, 812
window_x
seq64::gui_drawingarea_gtk2, 224
window_y
seq64::gui_drawingarea_gtk2, 224
with_jack
seq64::rc_settings, 571
with_jack_master
seq64::rc_settings, 570, 573
with_jack_master_cond
seq64::rc_settings, 571, 574
with_jack_transport
seq64::rc_settings, 570, 573
write
seq64::configfile, 116
seq64::midifile, 413
seq64::optionsfile, 438
seq64::userfile, 823
write_byte
seq64::midifile, 419
write_header
seq64::midifile, 421
write_long
seq64::midifile, 418
write_options_files
seq64, 75
write_prop_header
seq64::midifile, 422
write_proprietary_track
seq64::midifile, 422
write_seq_number
seq64::midifile, 420
write_short
seq64::midifile, 419
write_song
seq64::midifile, 414
write_track
seq64::midifile, 425
write_track_end
seq64::midifile, 421
write_track_name
seq64::midifile, 420
write_varinum
seq64::midifile, 419

x
seq64::click, 110
seq64::gui_drawingarea_gtk2::rect, 582
seq64::rect, 581
x_to_w
seq64::seqevent, 635
xy_to_rect
seq64::seqdata, 593
seq64::seqroll, 677

y
seq64::click, 111
seq64::gui_drawingarea_gtk2::rect, 582
seq64::rect, 581
yellow
seq64::gui_palette_gtk2, 244

zero_markers
seq64::sequence, 747
zoom
seq64::user_settings, 806
zoom_check
seq64::perfedit, 445
zoom_power_of_2
seq64, 68