

## Helper classes

**PmaskBjork** - Event patterns for Bjorklund sequences. Note that Bjorklund sequences are also available in the parser. The following two examples are similar - but not identical - because of duration differences:

```
b.p(1, deg"0 1 2 3 4 5 6 7" << PmaskBjork(5,8))
```

```
b.p(1, mask"1*(5,8)" << deg"0 1 2 3 4 5 6 7")
```

**Psine**, **Psaw** - create time-based patterns, which need durations on the left hand side to produce values.

```
b.p(1, { BBandPass.ar(PinkNoise.ar(\namp.kr(0.4,0.1)!2),  
  \bpf.kr(1000, 0.1), 0.1) })
```

```
b.pset(1->1, dur"1*32" << bpf"Psaw.exprange(4,0,40,4000)" <<  
  namp"Psine.range(2,0.25,0.5,1)")
```

**Pr**, **Pr2**, **Per** - shortcuts for random generators (w/optional seed)

```
b.p(1, deg"0 2 4 7" << amp"Per(0.1,0.5)")
```

NOTE: when using SC code inside pattern parsing strings, like the above examples, it's important **not** to use any spaces!

## Pattern filters

pattern.**degrade**, **scramble**, **rand**, **perfectShuffle**, **reverse**, **mirror**, **mirror1**, **mirror2**, **rotate**, **pyramid**, **permute** - Event filters that can be applied to patterns, similar to the equivalent Array methods. pattern.**getDur** gives estimated duration.

pattern.**every**, **whenmod**, **faststutter**, **fast**, **slow**, **set**, **add**, **mul** - modify/replace patterns and their timing or parameters.

pattern.**sometimes**, **often**, **rarely**, **sometimesBy** - modify patterns by probability.

```
// Compare:  
b.p(1, deg"[0 0 4 4 5 5 4@2 3 3 2 2 1 1 0@2]@2")  
b.p(1, deg"[0 0 4 4 5 5 4@2 3 3 2 2 1 1 0@2]@2".perfectShuffle)  
b.p(1, deg"[0 0 4 4 5 5 4@2 3 3 2 2 1 1 0@2]@2".scramble(12355)  
  .degrade(0.7, 222))  
b.p(1, deg"0 2 4 7".every(4, _.reverse))  
b.p(1, deg"0 2 4 7".whenmod(8, 6, _.fast <> _.scramble))
```

## Bacalao v0.6.18 cheatsheet (2/2)

<https://github.com/totalgee/bacalao>

## Event key abbreviations

Common:

**deg**: \degree  
**ins**, **inst**: \instrument  
**leg**: \legato  
**mn**, **mid**: \midinote  
**oct**: \octave  
**sca**, **scl**: \scale  
**slow**, **str**: \stretch,  
**toff**: \timingOffset

Rare:

**ctr**: \ctranspose,  
**det**: \detune,  
**gtr**: \gtranspose,  
**har**: \harmonic,  
**mtr**: \mtranspose,  
**sus**: \sustain,  
**vel**: \velocity

Not abbreviated:

**root**, **note**, **freq**, tempo,  
**dur**, lag, strum, **amp**, db,  
pan, trig, group, latency

## Baking

Bake a result into a string and save to clipboard for pasting:

**Bake((0..7))** → "0 1 2 3 4 5 6 7" is ready to paste

**Bake(rrand(0,9!8), "")** → e.g. "23632889"

**Bake(Pbrown(-7,7, 2, 12))** →  
e.g. "0 1 -1 1 0 2 3 1 -1 -2 -4 -3"

**Bake.cs(deg"<0 1> 2\*(3,8) <3,5> 7")** →  
Pbind('degree', Ppatlace([ Ppatlace([ 0, 1 ], inf), 2, 2, 2,  
Ptuple([ 3, 5 ]), 7 ], 2), 'dur', Pseq([ 0.25, 0.09375, 0.09375,  
0.0625, 0.25, 0.25 ], 2))

## Binaural spatialization (experimental)

**b.spatialInit**, **spatialize**, **spatialFree**, **despatialize**

**b.spatial.set**, **spatial.map**, **spatial.playBuf**, **spatial.playPat**,  
**spatial.oncePat**, **spatial.stopPat**, **spatial.free**