# SonicPi – Introduction

See: <https://github.com/CodeClubStrad/CodeClubStrad-Spring-2016/tree/master/2016_02_08_session_5>

## Play all the notes (version 1)

|  |
| --- |
| # playAllNotes |
| # A simple SonicPi for loop used to play a sequence of increasing midi notes |
| # Try running it... |
| # When can you start to hear the note?  # When can you no longer hear it? |
| # You probably can't hear anything outside the range 50 - 120 (depending how old you are :-) |
|  |
|  |
| # MIDI go from 0 to 127 (128 notes) |
| for note in 0..127 |
| # print the value of note to the console for feedback (in case we can't hear it) |
| puts note |
| # play the note |
| play note |
| # wait 1/2 a second |
| sleep 0.5 |
| end |

## Play all the notes (version 2)

|  |
| --- |
| # playAllNotesLiveLoop |
| # An improvement on the 'for' loop: |
| # A simple SonicPi live\_loop used to play a sequence of increasing midi notes |
| # In this case we have to stop (break) the loop at note 127 |
|  |
| # start with note 0 |
| note = 0 |
| live\_loop :playAllNotes do |
| # print the note value to the console for feedback (in case we can't hear it!) |
| puts note |
| # now play the note |
| play note |
| # add one to the value of note |
| note = note + 1 |
| # check the value of note - MIDI only goes up to 127 (128 notes) |
| if note > 127 |
| puts "Midi note out of range (> 127)" |
| # stop the loop (creates a not very pretty error) |
| break |
| end |
| # wait for 1/2 a second |
| sleep 0.5 |
| end |

# Linking Sonic-Pi and MinecraftPi

See: <https://github.com/CodeClubStrad/CodeClubStrad-Spring-2016/tree/master/2016_02_29_session_6>

SonicPi will automatically connect to MinecraftPi if it is running…

## Basic functions

Look at Section 11 of the SonicPi Tutorials:

* mc\_message “text”
  + -> sends a message to the MinecraftPi chat
* mc\_location
  + -> returns a list of the current player location (x,y,z)
* mc\_teleport x, y, z
  + -> moves the player to the location given by x,y,z
* mc\_set\_block :type, x, y, z
  + -> creates a block of type ‘type’ at x,y,z
* mc\_get\_block x, y, z
  + -> returns the kind of block at that location

## ‘Play’ the height of our player in the world

|  |
| --- |
| # mc\_PlayHeight  # © 2016, @dataknut |
| # A simple SonicPi live loop to play a note that represents |
| # our Minecraft Pi height (y) value - a higher note will represent being higher up in the world |
|  |
| # post a message to MinecraftPi to prove the connection is working |
| mc\_message "Hello from Sonic Pi" |
| live\_loop :mc\_playHeight do |
|  |
| # what's our location? |
| puts mc\_location |
|  |
| # We could play the note that matches the y location: |
| # play mc\_location[1] |
| # Why does this often not work? |
| # Correct - midi notes lie in the range 0 - 127 |
| # but in MinecraftPi: -128 < y < 128 |
| # So we need to transform the y value into something more helpful |
|  |
| # Let's assume 90 is the middle of the range we can hear. |
| # MinecraftPi is -128 < y < 128 (a small world :-) |
| # So take the value of y and work out it's proportion of 128 (max depth/height) |
| # Find the note that is that proportion of half our range (30) |
| # Add/substract that to/from 90 |
| heightNote = 90 + (mc\_location[1]/128)\*30 |
| puts heightNote |
| play heightNote, release: 0.5 |
| sleep 0.5 |
| end |

## ‘Play’ the location of our player in the world

|  |  |
| --- | --- |
| # mc\_playLocation | |
| # © 2016, @dataknut |
| # A simple SonicPi live loop to play a note that represents our MinecraftPi player location (x,y,z) values |
|  |
| # uses pan (left vs right speaker) for x - see 2.2 Synth Options |
| # uses the note for y (height) |
| # uses amp (amplitude) for z - see 2.2 Synth Options |
|  |
| # post a message to MinecraftPi to prove the connection is working |
| mc\_message "Hello from Sonic Pi" |
| live\_loop :mc\_playLocation do |
|  |
| # Turn x into a useful pan value |
| # Pan has the range -1 (left) to 1 (right) |
| # Use the fact that the MinecraftPi world goes from -128 to 128 on any dimension |
| # This should create a value between -1 and +1 |
| xPan = mc\_location[0]/128 |
|  |
| # Turn y into a useful height note (see mc\_playHeight.rb) |
| yNote = 90 + (mc\_location[1]/128)\*30 |
|  |
| # Turn z in to a useful amp value - between 0 (no sound) -> 1 (normal) and 2 (loud)  # NB: we have to use .abs to always give a positive value |
| zAmp = (mc\_location[2].abs/128)\*2 |
|  |
| # print location  puts mc\_location  # print the converted values  puts "xPan =", xPan, "yNote =", xPan, "zAmp =", zAmp |
| # play the note  play yNote, pan: xPan, amp: zAmp, release: 0.5 |
| sleep 0.5 |
| end |

## More fun:

Look at the MinecraftPi/Sonic-Pi examples in Appendix A6 and A8 in the SonicPi Tutorials.

## Another big list of block types

:air
:stone
:grass
:dirt
:cobblestone
:wood\_plank
:sapling
:bedrock
:water\_flowing
:water
:water\_stationary
:lava\_flowing
:lava
:lava\_stationary
:sand
:gravel
:gold\_ore
:iron\_ore
:coal\_ore
:wood
:leaves
:glass
:lapis
:lapis\_lazuli\_block
:sandstone
:bed
:cobweb
:grass\_tall
:flower\_yellow
:flower\_cyan
:mushroom\_brown
:mushroom\_red
:gold\_block
:gold
:iron\_block
:iron
:stone\_slab\_double
:stone\_slab
:brick
:brick\_block
:tnt
:bookshelf
:moss\_stone
:obsidian
:torch
:fire
:stairs\_wood
:chest
:diamond\_ore
:diamond\_block
:diamond
:crafting\_table
:farmland
:furnace\_inactive
:furnace\_active
:door\_wood
:ladder
:stairs\_cobblestone
:door\_iron
:redstone\_ore
:snow
:ice
:snow\_block
:cactus
:clay
:sugar\_cane
:fence
:glowstone\_block
:bedrock\_invisible
:stone\_brick
:glass\_pane
:melon
:fence\_gate
:glowing\_obsidian
:nether\_reactor\_core