



Sonic Pi Cheat Sheet

tempo = speed set in beats per minute	use_bpm 60 number can be between 10 and 200
play a note	play 60 plays the note 60
play a note in music letter notations (relating to keys on a piano)	play :c4 possible values :a :b :c :d :e :f :g the number (1,2,3,4,5,6,7) defines how high/low the note is (lower numbers are lower notes)
wait before next command	sleep 2 number can be between 0.01 and 10
synths - sounds generated by the computer as you play them	use_synth :beep some other synths: :prophet :beep :supersaw :pretty_bell :mod_sine :hollow :pulse :growl :dark_ambience :mod_tri :square :pnoise
samples - sounds made earlier and recorded	sample :loop_amen, rate: 1 rate can be set to numbers between -2 and 2 some other samples: :ambi_choir :bd_boom :bass_drop_c :drum_cymbal_open :guit_e_fifths :loop_breakbeat :bass_voxy_c :sn_dolf
live_loops repeat the commands inside them. Edit then click Run to update without stopping (live-coding).	live_loop :myloop do sample :loop_amen, rate: 1 sleep 2 end :myloop is the name of the loop and can be anything you like the loop must include a sleep command



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play a sequence of notes	play_pattern [:c4, :e4, :g4]
shuffle the order of a sequence of notes	play_pattern [:c4, :e4, :g4].shuffle the program will shuffle the order of the notes played
choose one note out of a series of notes	play [:c4, :e4, :g4].choose one of the notes will be played
reverse the order of a sequence of notes	play [:c4, :e4, :g4].reverse will play :g4, :e4, :c4
play several notes together (a chord)	play_chord [:c4, :e4, :g4] all of the notes will be played at once
play one note or another depending on whether a condition is true.	if one_in(2) sample :drum_heavy_kick else sample :drum_cymbal_closed end one_in(2) is a function that emulates a coin toss - it's true with a probability of 1 in 2.
play a random note between :c4 (60) and :c5(72)	play rrand(60,72) the note played may not be in any of the usual musical scales