// javascript code

//

// script\_name: Program6 Script

//

// author: David Schmidt

//

// description: Plays my Program 6 song

//

//

//Setup Section

init();

setTempo(120);

//Music Section

var introLead = ONEPERCENTER\_DARUDE\_DANKSTORM;

var mainLead1 = TECHNO\_ACIDBASS\_007;

var mainLead2 = TECHNO\_ACIDBASS\_005;

var auxDrums1 = TECHNO\_LOOP\_PART\_014;

var auxDrums2 = TECHNO\_LOOP\_PART\_015;

var mainDrums = TECHNO\_MAINLOOP\_012;

var bass = TECHNO\_SUBBASS\_002;

var beat1 = "-000+++000---000";

var beat2 = "000---000++000--";

//Function

function Intro(startMeasure, endMeasure){

fitMedia(introLead, 1, startMeasure, endMeasure);

}

//Calling the function

Intro(1,5);

//Section 1

fitMedia(mainLead1, 1, 5, 9);

fitMedia(auxDrums1, 2, 1, 5);

fitMedia(auxDrums2, 2, 5, 7); // Drums drop out

fitMedia(mainDrums, 3, 5, 5);

//Section 2

fitMedia(mainLead2, 1, 9, 16);

fitMedia(auxDrums2, 2, 9, 16); // Drums enter back in

fitMedia(mainDrums, 3, 9, 16);

fitMedia(bass, 4, 9, 16);

//for loop for beat1

for (var measure=1; measure < 17; measure++) {

makeBeat(mainLead1, 5, measure, beat1);

}

//if statement

if(measure==7){

makeBeat(mainLead1, 5, measure, beat1);

} else{

println("No beat.");

}

//for loop for beat2

for (var measure=1; measure < 17; measure = measure+2) {

makeBeat(bass, 7, measure, beat2);

}

//Effects

setEffect(1, VOLUME, GAIN, -60, 1, 0, 16);

//Finish Section

finish();