

~~Look up and Learn
Audio API~~

Core Mechanics:

- Players can toggle tracks on/off
- All tracks should sync up

Step 1. Obtain/create looping tracks. (18) (19)

Step 2. Load them in VS

Step 3. figure out Basic playback

Looping & Syncing

- Create tracks that have a shared loop duration (8 bars?)

- Sync all tracks to start on the downbeat
- calculate timing based on

- BPM
- beats
- Bars
- loop duration

looping

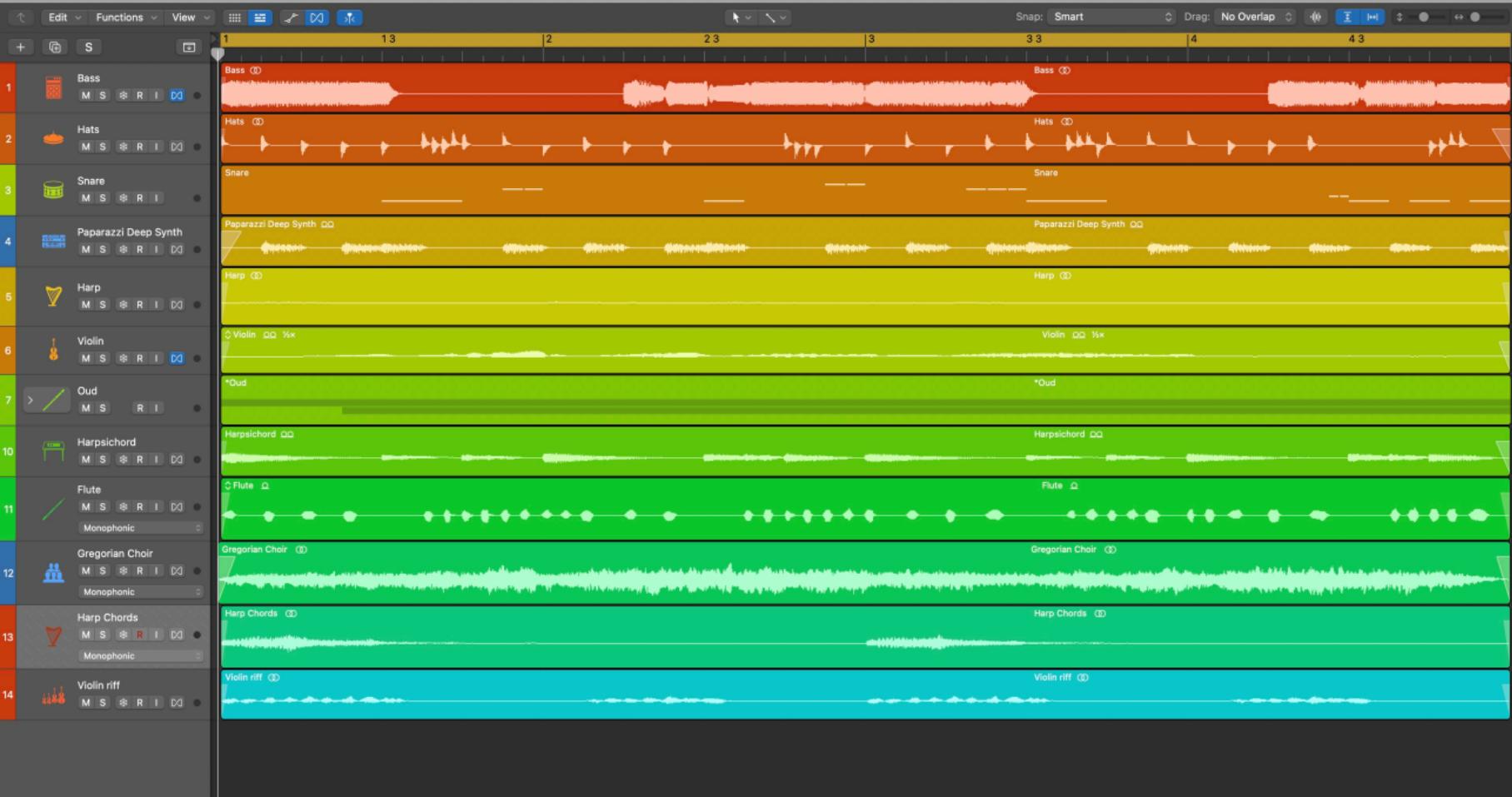
- Get tracks to start or stop at the next downbeat
- Prevent user timed input

Make a Music mixing game with 12 tracks
that are combined together to create a song.

using audio software i'll make the tracks to be the exact
length and BPM so that they loop flawlessly.

When user track input is given i want the song
to play at the same time others would be.

as if all the tracks are mixed (But playing)
and user input would update and add ~~the~~ new song



01:00:07:01.77 48 120.0000 4/4 No In /32 Keep Tempo

0004 3 2 20 128

CPU HD IN OUT S 1234

Library

Search Sounds

Drums and Percussion

Voice

Performance Patches

Studio Instruments

Acoustic Guitar

Effects

Electric Guitar and Bass

Experimental

Legacy

1 Bass.1_1

2 Kick

3 Kick2

4 Kick3

5 Hats.1_1

6 Snare

7 TestBass Kick 2

8 TestBass Kick 1

9 TestBass Snare 1_3

10 TestBass Snare 1_1

11 TestBass SynthMelody_1

12 TestBass Slide Bass.2

13 TestBass Slide Bass.1

14 Paparazzi Deep Synth

15 Harp

16 Violin

17 Flute

18 Gregorian Choir.1

19 Har...ords

20 Flute 2

21 TestBass Flute 2

22 TestBass EmoSynth_1

23 Dist...ynth

24 Whistle

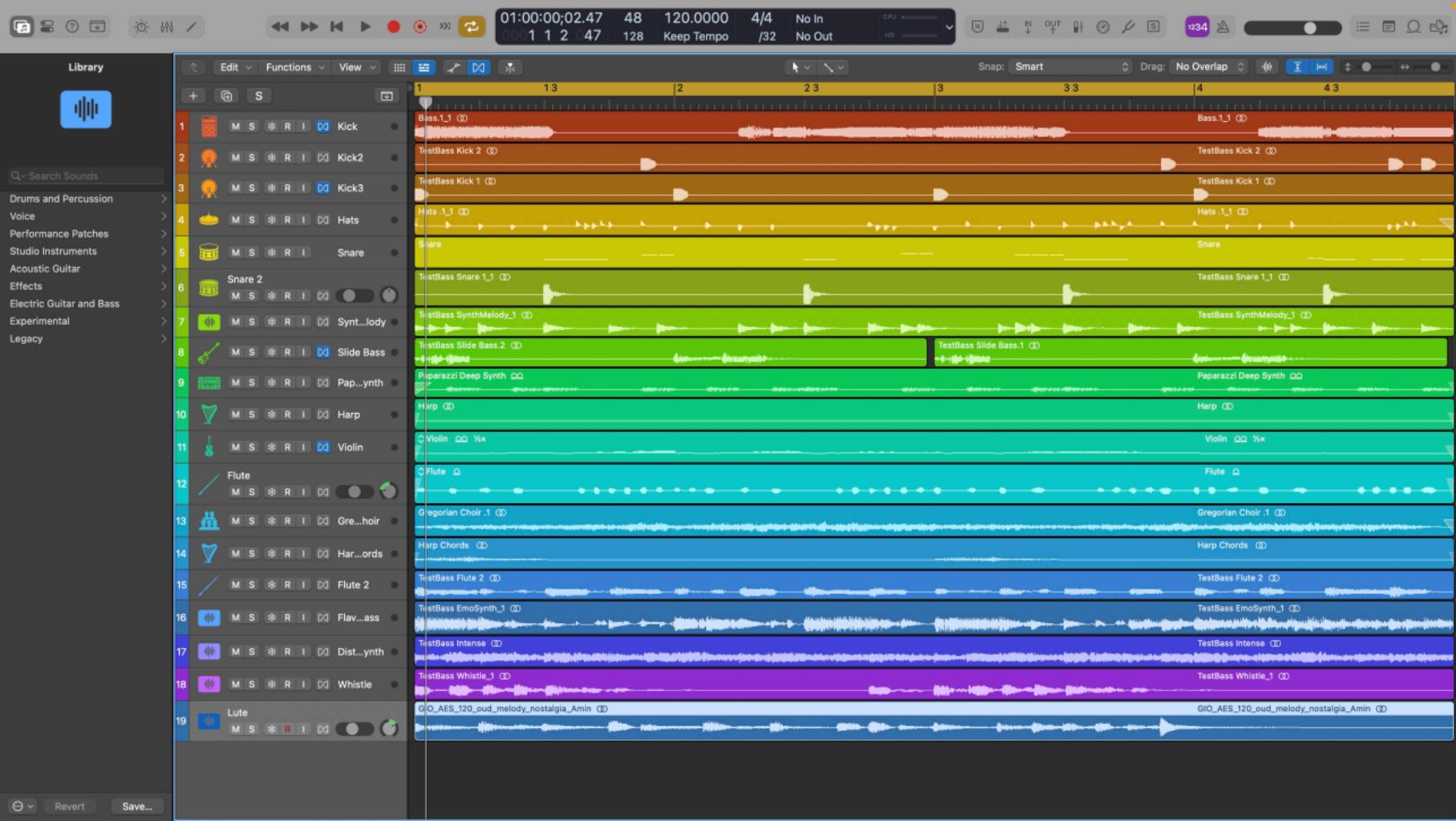
Snap: Smart Drag: No Overlap

Revert Save...









2D-Group

Input & UI Integration

- Map Keyboard Input to "toggle" tracks
 - = use a key map array instead of lots of "if" statements

Visual Feedback

- Map and Display highlighted Assets that are toggles to tracks

PR