in\_thread

Execute a given block (between do … end) in a new thread. Use for playing multiple ‘parts’ at once. Each new thread created inherits all the use/with defaults of the parent thread such as the time, current synth, bpm, default synth args, etc. Despite inheriting defaults from the parent thread, any modifications of the defaults in the new thread will not affect the parent thread. Threads may be named with the name: optional arg.

use\_synth

synth\_name (symbol)

Switch the current synth to synth\_name. Affects all further calls to play. See with\_synth for changing the current synth only for a specific do/end block.

loop

Given a do/end block, repeats it forever. Note that once the program enters the loop - it will not move on but will instead stay within the loop. Plain loops like this are like black holes - instead of sucking in the light they suck in the program.

The loop must either sleep or sync each time round otherwise it will stop and throw an error. This is to stop the loop from spinning out of control and locking the system.

For a more powerful, flexible loop built for live coding see live loop.

sleep

beats (number)

Wait for a number of beats before triggering the next command. Beats are converted to seconds by scaling to the current bpm setting.

chord

tonic (symbol), name (symbol)

Creates an immutable ring of Midi note numbers when given a tonic note and a chord type. If only passed a chord type, will default the tonic to 0. See examples.