



Drum Hero

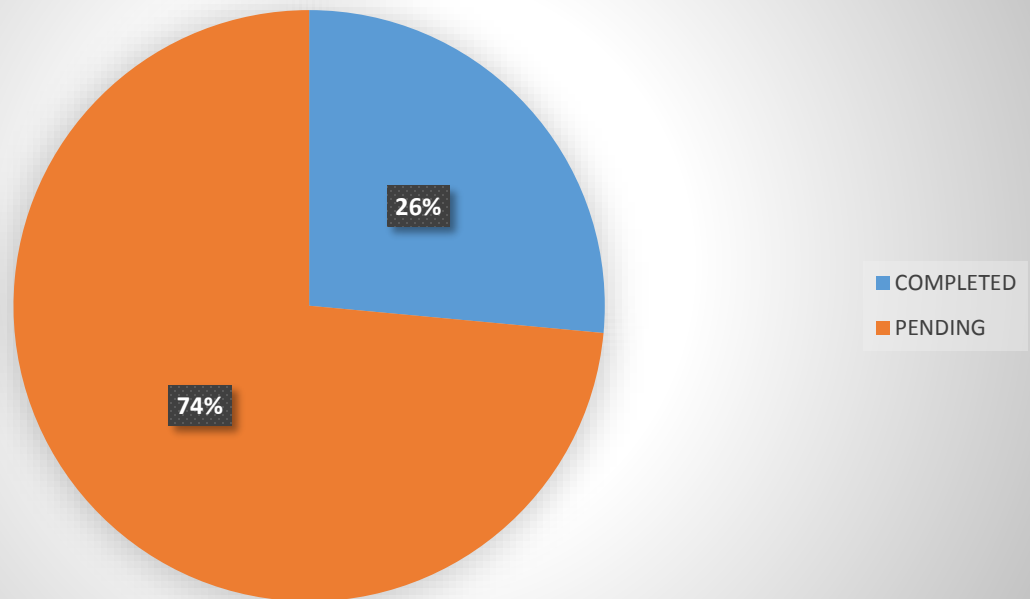
By Mohanish

CS136019

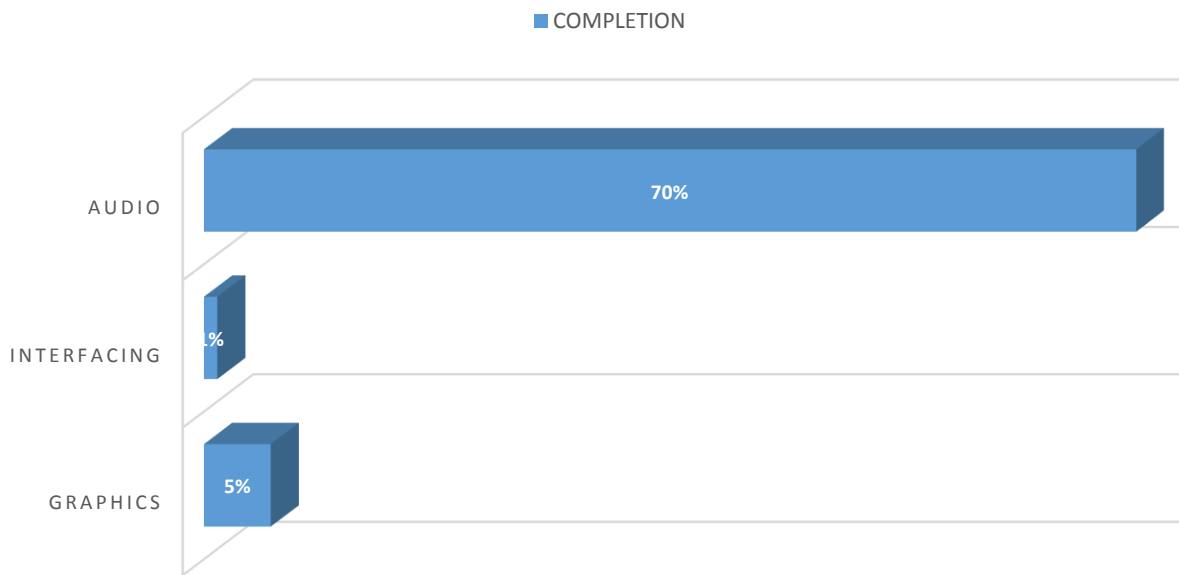
ROCK 'N CYCLES

MID-TERM REPORT

PROJECT



COMPONENT WISE REPORT



AUDIO



The primary library used is the songlib



Music is stored in a .RRA format



Various .RRA samples were acquired



Majority of the time was spent reading and understanding the library's various functions



Composition of a musical track via hardcoding was achieved



Recording of said data into a .RRA file



Mixing of two .RRA files



Generation of a .WAV file from a .RRA file



Defining a “drumkit” library which has all the various drum components eliminating need of defining of lots of parameters and making it a much needed module

PENDING



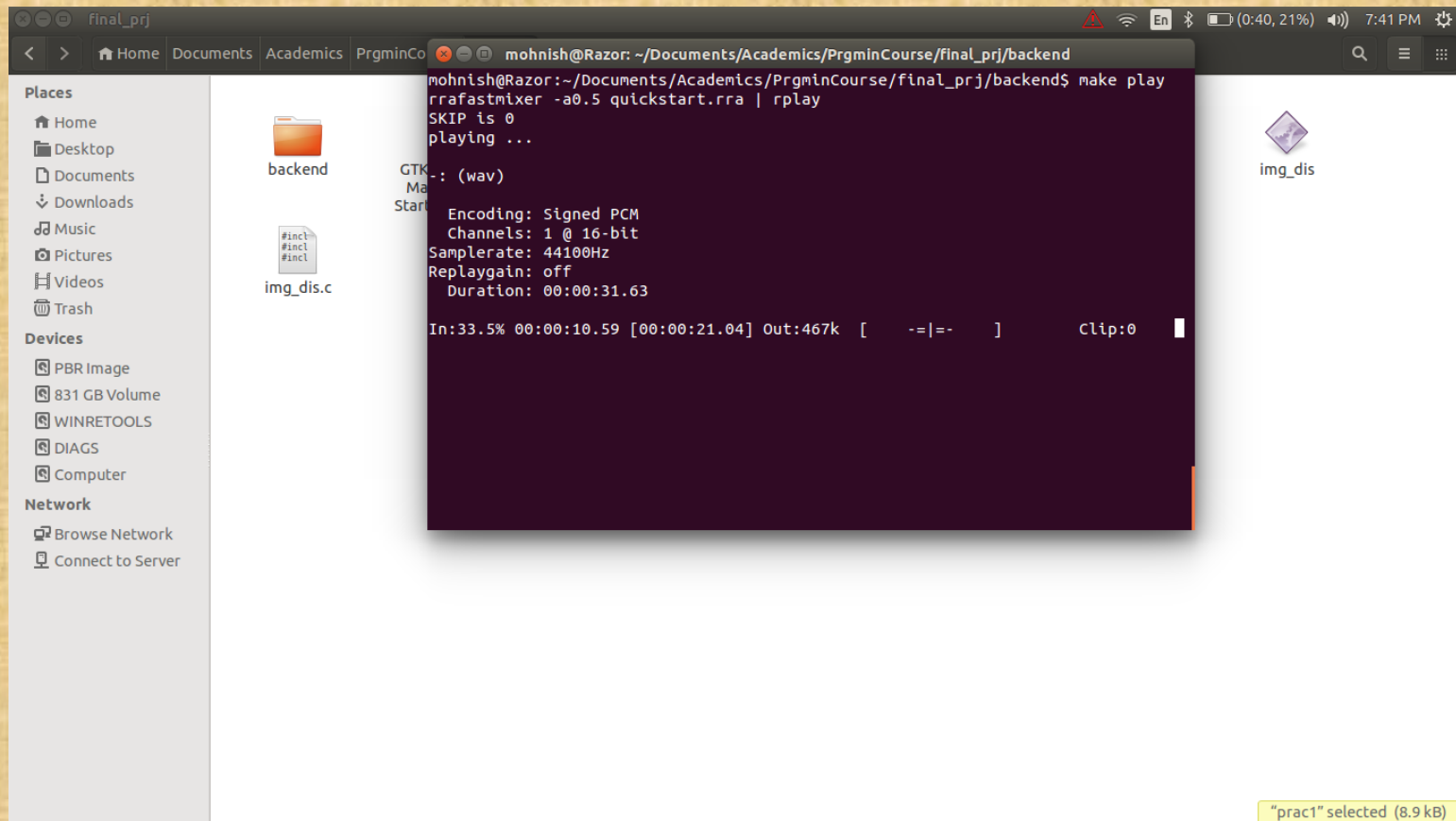
Playing multiple instruments at once
without audible lag



Playing sound during runtime
dynamically

NOTE: As the library writes an .RRA file it can't be played while recording as a work around I am thinking of recording into .RRA file internally while externally playing the note played for the user finally giving him/her a mixed .RRA file.

SCREENSHOTS



GRAPHICS:



Decided to use the GTK+ plugin



Have gone through the API



Written a program to create a window

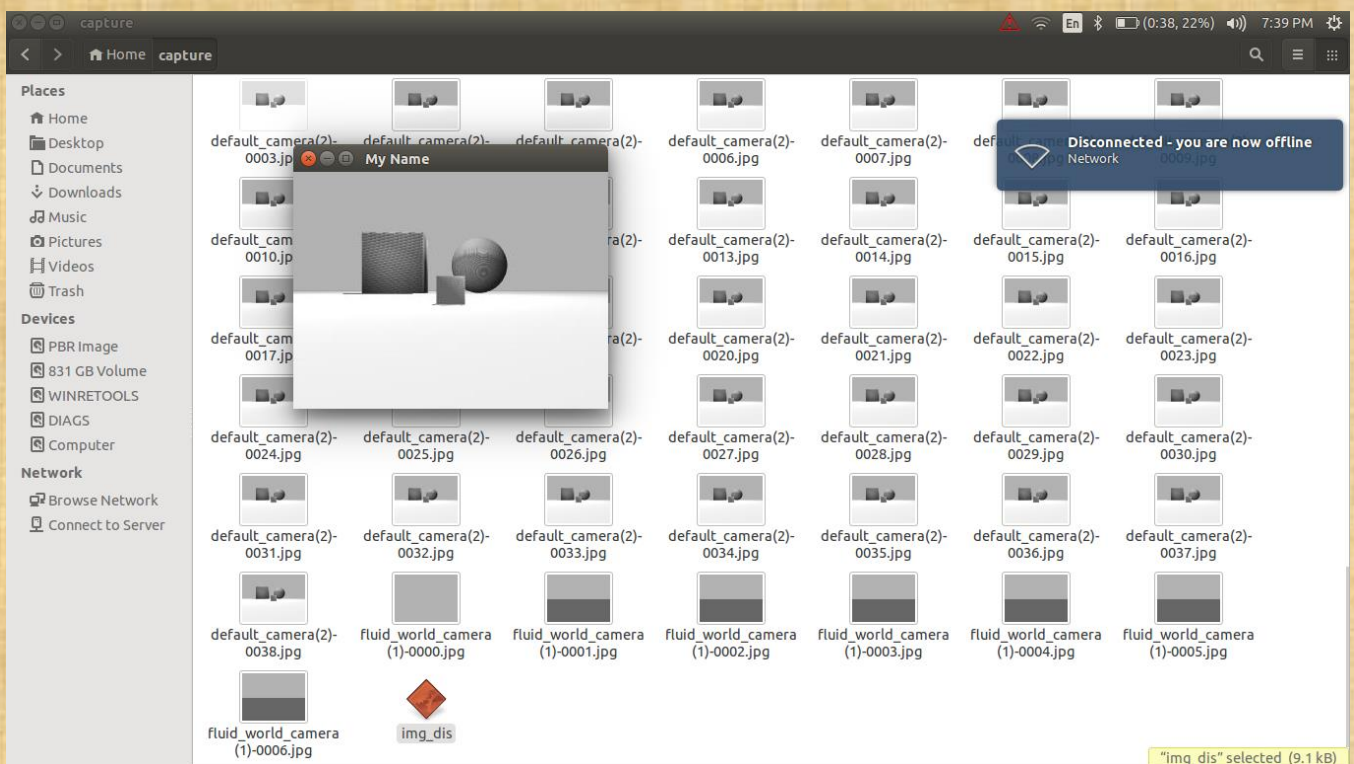
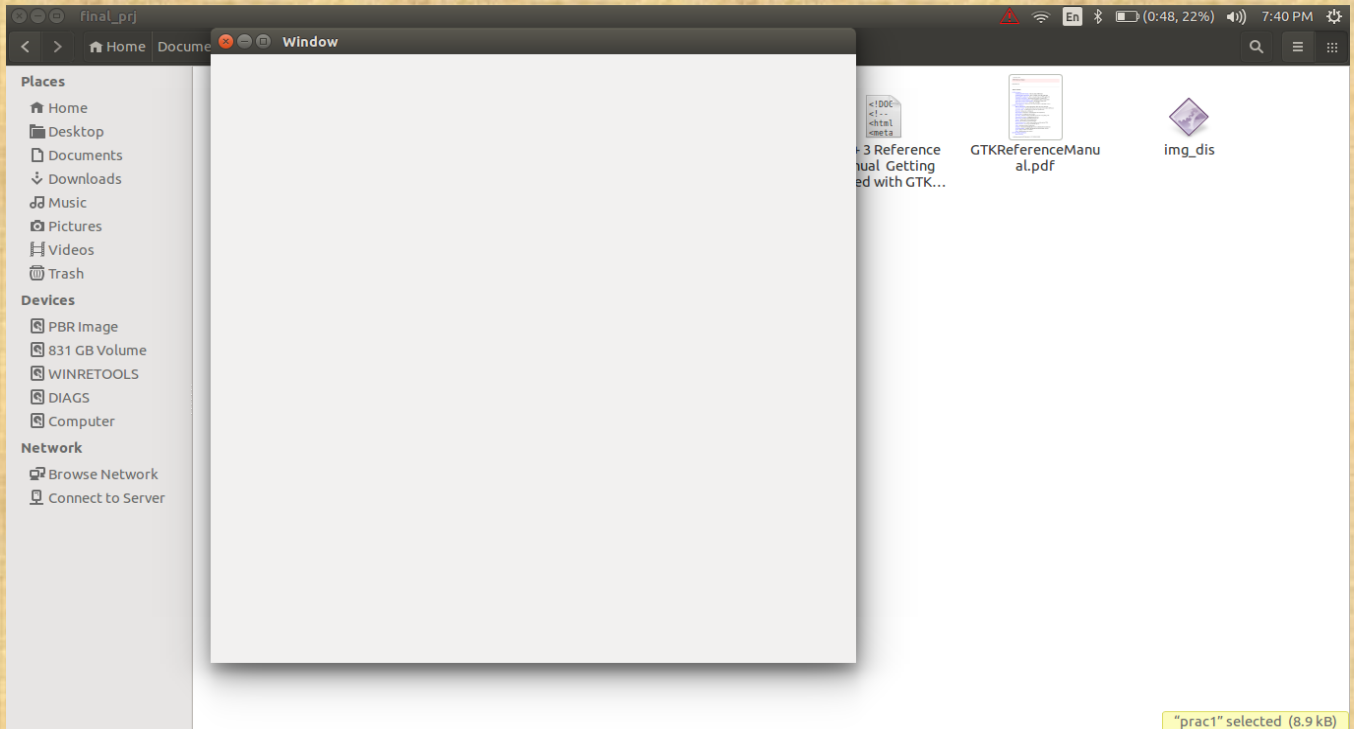


Written a program to display a picture within a window by loading from file



**DISCONTINUED GUI
DEVELOPMENT AS I FELT THAT A
WORKING BACKEND SHOULD BE
MY PRIMARY FOCUS.**

SCREENSHOTS



INTERFACING



Have obtained a basic idea from reading GTK+ API left pending till completion of backend (Audio).



Should work on keyboard related event driven programming

MISCELLANEOUS



As of now basics in file handling seem as a requirement to make the program more robust



Acquiring good artwork for the GUI or creating it myself.