

Numbers are always blue. Change them and see what happens!

```
live_loop :synth do
  play 80
  sleep 0.5
  play 83
  sleep 0.5
  play 87
  sleep 0.5
  play 83
  sleep 0.5
end
```

```
live_loop :bass_drum do
  sample :bd_zome
  sleep 2
end
```

.choose chooses randomly from the list

```
live_loop :random do
  play [92, 95, 99].choose, release: 0.25
  sleep 0.125
end
```

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```
live_loop :synth do
  play 80
  sleep 0.5
  play 83
  sleep 0.5
  play 87
  sleep 0.5
  play 83
  sleep 0.5
end
```

```
live_loop :bass_drum do
  sample :bd_zome
  sleep 2
end
```

.choose chooses randomly from the list

```
live_loop :random do
  play [92, 95, 99].choose, release: 0.25
  sleep 0.125
end
```

```
live_loop :cymbal do
  sample :drum_cymbal_closed if spread(3,5).tick
  sleep 0.125
end
```

You can make one live_loop run at the same time as another by writing sync :random or sync :some_other_name

```
live_loop :bass do
  sync :random
  with_fx :ixi_techno do
    use_synth :supersaw
    play :d2, release: 8
    sleep 8
  end
end
```

```
live_loop :cymbal do
  sample :drum_cymbal_closed if spread(3,5).tick
  sleep 0.125
end
```

You can make one live_loop run at the same time as another by writing sync :random or sync :some_other_name

```
live_loop :bass do
  sync :random
  with_fx :ixi_techno do
    use_synth :supersaw
    play :d2, release: 8
    sleep 8
  end
end
```