♫

Real-time live coding • Powered by Strudel.cc

Current Pattern

📚 Library

Current Strudel Pattern • BPM: 60

🥁Tap Beat

Click to generate beats!

Play `bd` (1 Beat)

Beats Generated

1.21
Beats Per Second

🐛 +1B
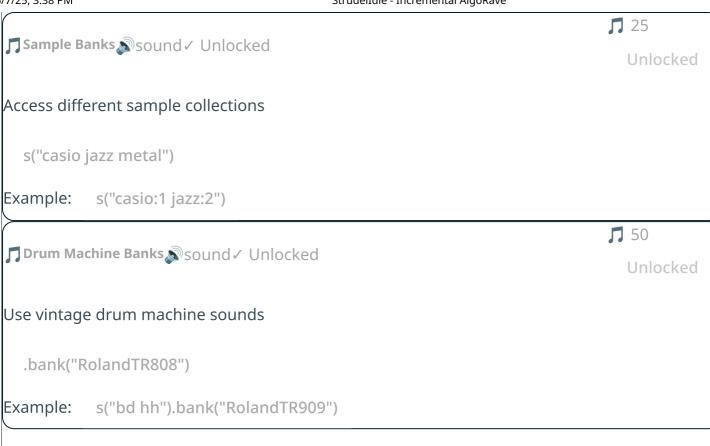
♫Live Strudel Feed

Debug   🔄 Reset   Code Only

s ("bd")

Stop AlgoRave

Hush

🎛️BPM Control

60 BPM
Current Tempo

Available Tempos

60	70	80	90

120	140

Unlock New Tempos

BPM 100 Steady groove	506 Beats
BPM 160 High energy	5766 Beats
BPM 180 High energy	12974 Beats

Ultimate Tempo Control

BPM Slider Fine tempo control from 60-180 BPM	2000 Beats

🎼Pattern Structure

Current Pattern

```
s("bd")
```

BPM: 60

Pattern Elements

Basic Notes (Coming Soon)

Note C	Note E	Note G
20 Beats	25 Beats	30 Beats

Chord Progressions (Coming Soon)

C Major Chord
Requires: Note C, E, G
100 Beats

Pattern Lines (Coming Soon)

Melody Line - 50 Beats
Bass Line - 80 Beats

Harmony Line - 120 Beats

Advanced pattern building coming in future updates! For now, purchase modules to build your pattern automatically.

🎓 Learning & Samples

⚡ Upgrades   🎵 Sample Banks

Sample Banks

1000004510.1853937 beats

7 samples unlocked • 23 available

Quick Play

bd	bd:1	bd:2	bd:3	hh	hh:1	hh:2	hh:6	sd	oh

cp	bd808	+11 more

🎵All	🥁Drums	🎹Synth	🎛Fx	🎤Vocal	🌿Ambient

⚡Electronic	🎸 Acoustic	💥Breaks

No sample banks in this category yet.

First Sounds

Learn basic sound playback with samples

🎵 Music & Sound Features

🎵 10

🎵 **Basic Drums** 🔊 sound ✓ Unlocked

Unlocked

Play kick, snare, hihat samples

```
s("bd hh sd")
```

Example: s("bd hh sd hh")

🎵 25

Unlocked

🎵 **Sample Banks** 📢 sound ✓ Unlocked

Access different sample collections

s("casio jazz metal")

Example: s("casio:1 jazz:2")

🎵 50

Unlocked

🎵 **Drum Machine Banks** 📢 sound ✓ Unlocked

Use vintage drum machine sounds

.bank("RolandTR808")

Example: s("bd hh").bank("RolandTR909")

🎚️ **Effects & Advanced Features**

🤖 Code-o-matic

🎯 Generative Code Engine

The Code-o-matic automatically generates new Strudel patterns using only your unlocked features. It creates random variations that evolve as you learn new techniques!

✨ Features:

- • Auto-generates patterns
- • Uses only unlocked features
- • Complexity slider control
- • Educational examples

⚙️ How it works:

- • Toggle on/off anytime
- • New pattern every 10s
- • Learn from generated code
- • Evolves with progression

Cost: 1000 Beats

Purchase Code-o-matic

Hardware Upgrades

💾 RAM: 107 / 15360 MB   ⚡ CPU: 3.0 / 8.0 Cores

💾 DSP: 0.0 / 0.0 Units   💿 Storage: 54 / 500 GB

💾 1GB RAM Stick

Adds 1GB of volatile memory for more complex modules.

Owned: 2

💾 Adds: 1024 MB

🎵 Cost: 60

Buy 1GB RAM Stick

💾 4GB RAM Stick

Significant memory boost for advanced synth patches.

Owned: 2

💾 Adds: 4096 MB

🎵 Cost: 450

Buy 4GB RAM Stick

⚡ 1 Core CPU Unit

A basic processing unit for running synth algorithms.

Owned: 2

⚡ Adds: 1 Cores

🎵 Cost: 90

Buy 1 Core CPU Unit

⚡ 4 Core CPU Unit

Quad-core power for parallel synth processing.

Owned: 2

⚡ Adds: 4 Cores

🎵 Cost: 600

Buy 4 Core CPU Unit

💿 100GB SSD

Fast storage for your growing sample library.

Owned: 0

💿 Adds: 100 GB

🎵 Cost: 100

Buy 100GB SSD

Code Modules

Kick Drum (bd)

Basic kick drum - the foundation of electronic music. Learns: sound("bd")

Owned: 5

Generates: 0.50 BPS

🎵 Cost: 60

💾 RAM: 10MB

⚡ CPU: 0 cores

💿 Storage: 5GB

Buy Kick Drum (bd)

Hi-Hat (hh)

Crisp hi-hat sound. Learns: sound("hh")

Owned: 4

Generates: 0.60 BPS

🎵 Cost: 125

💾 RAM: 8MB

⚡ CPU: 0 cores

💿 Storage: 4GB

Buy Hi-Hat (hh)

Snare Drum (sd)

Sharp snare drum. Learns: sound("sd")

Owned: 0

Generates: 0.00 BPS

🎵 Cost: 40

💾 RAM: 12MB

⚡ CPU: 0 cores

💿 Storage: 6GB

Buy Snare Drum (sd)

Sequence Builder

Combine sounds in sequences. Learns: sound("bd hh sd hh")

Owned: 1

Generates: 0.00 BPS

🎵 Cost: 240

💾 RAM: 15MB

⚡ CPU: 2 cores

💿 Storage: 8GB

Buy Sequence Builder

Rest Notes (~)

Add silence to patterns. Learns: sound("bd ~ sd ~")

Owned: 1

Generates: 0.00 BPS

🎵 Cost: 300

💾 RAM: 10MB

⚡ CPU: 1 cores

💿 Storage: 5GB

Buy Rest Notes (~)

Speed Multiplier (*)

Make patterns faster. Learns: sound("bd*2")

Owned: 0

Generates: 0.00 BPS

🎵 Cost: 200

💾 RAM: 12MB

⚡ CPU: 2 cores

💿 Storage: 6GB

Buy Speed Multiplier (*)

Note C

Basic musical note. Learns: note("c")

Owned: 0

Generates: 0.00 BPS

🎵 Cost: 500

💾 RAM: 25MB

⚡ CPU: 2 cores

🎛 DSP: 1 units

💿 Storage: 12GB

Buy Note C

News Feed

Achievements

Unlocked (2)

- First Beat! ✔

  Generate your very first beat.

- CPU Addict ✔

  Use over 1.5 CPU Cores.

Locked (Visible) (4)

- Loop Starter

  Acquire your first automated drum loop.

- Drum Machine

  Unlock all basic drum samples (bd, sn, hh).

- Synth Initiate

  Purchase your first synth module.

- RAM Hungry

  Use over 500MB of RAM.

Hidden (2)

(More achievements await discovery...)

🎮StrudelIdle•Educational Music Game

Inspired by live coding & idle games📖💿 Strudel Docs•Made by PLN

⚙️ Settings

ACHIEVEMENT UNLOCKED!
🏆First Beat!
Generate your very first beat.