

Development Progress Report 1

By: Patrick O'Brien

My development process began with the “Web MIDI IO” being used as a starting point. This decision was made to keep the input and output variables intact, along with the already enabled WebMidi API. The first step toward the pitch-bend effect was adding a “pitchBendSlider” using the range predetermined by the WebMidi API, along with a “getElementById” method and an event listener. The first test returned an error message “because the pitch bend value must be a float between -1 and 1”. After looking up the problem I found a possible fix, which is normalizing the value before it reaches the “sendPitchBend” by dividing the slider’s value by 8,191. After updating the code the slider bends pitches up and down as intended. The next step is to be able to keep the slider at a specific range without holding it with the mouse, which I have yet to figure out.