

JavaReverse::module_01_PitchHueBackground::Overview

Module_01_02_PitchHueBackground_ModuleTemplate (from module_01_02_PitchHueBackground_ModuleTemplate_EMM)
<pre>-inputFile: String = "src/module_01_PitchHueBackground/module_01_02_PitchHueBackground_ModuleTemplate_EMM/Emily_CMajor-2016_09_2-16bit-44.1K Tuned.wav" -CS_RAINBOW: char = 1 -CS_DICHROM: char = 2 -CS_TRICHROM: char = 3 -CS_CUSTOM: char = 4 -curColorStyle: char -controller: GUIController -textField: ITextField -label: ILabel -hueMax: int -saturationMax: int -brightnessMax: int -input: Input -threshold: int -majorScaleDegrees: int[*] -minorScaleDegrees: int[*] -scaleDegrees: int[*,*] -notesCtoBFlats: String[*] -notesCtoBSharps: String[*] -keyAddVal: int -hue: int -saturation: int -newHue: float[*] -goalHue: float[*] -curHue: float[*] -attackTime: float -newHuePos: int -goalHuePos: int -curHuePos: int -newSaturation: int -goalSaturation: int -curSaturation: int -changeInSaturation: int -colors: float[*,*] -scrollbar: HScrollbar -scrollbarPos: float -attackTimeMax: float = 20 -attackTimeMin: float = 1 -consoles: PFont -playButton: PShape -stopButton: PShape -showPlay: boolean -showStop: boolean -rightArrow: PShape -leftArrow: PShape -showRightArrow: boolean -sidebarOut: boolean -leftEdgeX: int -scrollbarArray: HScrollbar[*] -modulateScrollbarArray: HScrollbar[*] -scrollbarX: int -modulateScrollbarX: int -thresholdScroll: HScrollbar -attackScroll: HScrollbar -releaseScroll: HScrollbar -transitionScroll: HScrollbar -keyScroll: HScrollbar -rootScroll: HScrollbar -scrollWidth1: int -hideY: int -thresholdY: int -attackY: int -releaseY: int -transitionY: int -keyY: int -rootColorY: int -colorStyleY: int -pitchColorCodesY: int -a_deY: int -ab_eY: int -b_fY: int -cY: int -cd_fgY: int -d_gaY: int -redModulateY: int -greenModulateY: int -blueModulateY: int -textYVals: int[*] -noteYVals: int[*] -modulateYVals: int[*] -playButtonX: int -arrowX: int -scaleX: int -hideWidth: int -rainbowX: int -dichromaticX: int -trichromaticX: int -customX: int -buttonLabels: String[*] -buttons: IButton[*] -buttonWrapper: Buttons -noteNameX1: int -noteNameX2: int -textFieldArray: ITextField[*] -noteTextFieldArray: ITextField[*] -modulateTextFieldArray: ITextField[*] -textFieldX: int -noteTextFieldX: int[*] -modulateTextFieldX: int -textFieldWidth: int -noteTextFieldWidth: int -modulateTextFieldWidth: int -rainbowColors: float[*,*,*] -majMinChrom: int -scaleLength: int -curKey: String -rootColor: int[*] -cp5: ControlP5 +main(args: String[*]): void +settings(): void +setup(): void +draw(): void +arrayContains(array: int[*], element: int): int +arrayContains(array: String[*], element: String): int +printArray(array: String[*]): void +displaySidebar(): void +getScale(key: String, majMinChrom: int): String[*] +testGetScale(): void +legend(): void +dichromatic_OneRGB(rgbVals: int[*]): void +dichromatic_OneHSB(hsbVals: float[*]): void +dichromatic_TwoRGB(rgbVals1: float[*], rgbVals2: float[*]): void +trichromatic_OneRGB(rgbVals: int[*]): void +trichromatic_OneHSB(hsbVals: float[*]): void +trichromatic_ThreeRGB(rgbVals1: float[*], rgbVals2: float[*], rgbVals3: float[*]): void +rainbow(): void +updateColors(colorStyle: char): void +setCurKey(key: String, majMinChrom: int): void +mousePressed(): void +actionPerformed(e: GUIEvent): void</pre>