

1 bit - 1 matrai

8- Matrai Farans

tha kita kita thaka, thaka thari kita thaka

4 bits

4 bits

tha kita kita thaka thaka thari kita thaka

4 bits

4 bits

dham kita kita thaka, thaka thari kita thaka

4 bits

4 bits

Nam kita kita thaka, thaka thari kita thaka

4 bits

4 bits

tha dham kita thaka, thaka thari kita thaka

2 bits

2 bits

4 bits

Thalangy traka dhina, thaka thari kita thaka

2 bits

2 bits

4 bits

thaka dhina thaka dhina, thaka thari kita thaka

2 bits

2 bits

4 bits

Naka dhing naka dhing thaka thari kita thaka

2 bits

2 bits

4 bits

Conditions and Additions

1. 2 matrai is bare minimum per port.
2. Each line is by default 8 matrai.
3. You are allowed to increase or decrease speed for each one, however, the parts of the line must not go below 2 matrai.
4. When you increase speed, the 8 matrai decreases by multiples, as in 8, 4, 2, etc.
5. If it ~~decreases~~ increases, it goes up by multiples of 8, like 16, 24, 32, etc.

- String line = line of talon
- line is assigned an int value (in this case, its assigned matrai value per 30 secs of playing)
- There is then a user input, which asks to increase, decrease, or maintain the speed, with a warning message if it goes below 2 matrai.
- If speed increases, then the user is asked if it should have its int value mult by 2, 3, 4, or whatever.
- If speed decreases, then the user is asked if it should have its int value divided by any value until it reaches 2.
- If kept the same, then it ignores the command.