Graceful Music Experiment Protocol

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Tasks

Currently only Synths may be sent as an instrument to a Performance. Any instrument can be given to a Part and then sequenced.

To execute code hit the green button.

To stop audio hit the red button.

When you're done hit the grey 'I'm Done' button and please answer a few questions for me.

If your keyboard seems to be misbehaving, its probably the note off message!

Note off messages are different between keyboards, don't ask me why. It seems dumb but what are you going to do. Currently Graceful Music is set up to respond to note off messages that have a velocity of 64. If you are playing a Synth and things aren't quite working with your midi keyboard, hit the bottom yellow button and the note off will be set to 0. If that doesn't work please get in touch and I'll make up a story as to why it's probably your fault.

   Please have a read through the documentation before you start, it will make your life easier. There are some good examples of the things you will have to do, along with more details about what Graceful Music is capable of.

HAVE FUN!

Create a Synthesiser

Create a sine wave synth.

Create a triangle wave synth with an attack of 1.5s.

Create a square wave synth with a release of 1.5s

Create a triangle wave synth with an attack of 1s and a release of 5s

Create a square wave synth with a reverb effect.

Create a square wave synth with a reverb effect and a distortion effect.

Create any synth and sequence a pattern using an in-built rhythm

Create a Drum Machine

Create a Drum Machine and sequence a drum pattern using an inbuilt rhythm

Create a LoopPlayer

Create a LoopPlayer with the first inbuilt sample file
Sequence the LoopPlayer with a one bar loop
Create a LoopPlayer with any in-built sample file
Sequence the LoopPlayer with a two bar loop

Create a short musical pattern

DrumMachine and sequenced Synth together
DrumMachine and sequenced LoopPlayer together
DrumMachine, LoopPlayer and playable Synth together