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Development Progress Report 2

Development of the software is still coming along. I got it to a point where the Individual Chord Generator was completely functional–When the user selected their chord quality with Key Context off, it would make the selected chord with the inputted MIDI note as the root. When Key Context was turned on, the key selection menu was then able to work, and a key could be selected. When the user played a note within the scale, a chord sounded, but when the note wasn't diatonic, nothing would happen (Since the note was outside of the key.) Additionally, when Key Context was on, a chord quality wasn't able to be selected, and when Key Context was off, a Key Context Key wasn't able to be selected.

Currently, this function doesn't completely work, as I'm trying to develop the Program's ability to switch between the Individual Chord Generator and the Progression Generator. The Key Context doesn't seem to work, but the chord quality function does.

There are three problems my code currently faces: Note On Messages are getting duplicated for some reason, The Chord Context function is getting overridden, and because Chord Context getting overridden, I know that switching between the Progression and Chord Generator doesn't work (Because I'd like the Progression Generator to only use Chord Context On, and that doesn't work despite my switching.) I'm working to resolve these issues, as well as refine and clean up my code's organization.

While I believe progress is going well, and I'll be able to get my code to a very solid point by the deadline, I've decided to cut some extra features from the program for the sake of time: Namely the live audio output and the in-app keyboard that would have sent MIDI messages in lieu of an external MIDI device. If I have extra time, I may work on incorporating these functions, but I think refining the Chord and Progression generators should be my priority for now.