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Development Progress Report 1

  Development of the software is coming along well. I made a breakthrough with the code: The user can now activate the Key Context function and select a desired key. From there, the quality of their chords will be changed based on what scale degree of their selected key they play.

  There are still some problems to work through. For some reason, I can't seem to find a way to turn this function off. Even when trying to work the original code back into the program, it still seems to always want to use the Key Context code. Not only this, but the function only works with MIDI note numbers 60 through 72–One octave, from Middle C up to B4. In addition, I haven't yet coded a function to prevent users from playing notes other than the diatonic notes in the scale they selected, so the notes can still play and retain qualities from the last selected key if the user inputs them. The next steps will be to make the Key Context function actually able to toggle and function on all 127 notes, then dive into MIDI scheduling to begin the Chord Progression part of the program.