Composer Controls:

Right Click - Reset all sliders

'R' - Random Song

'E' - Random Song 2 stdev

'M' - Save song as .mid file

'W' - Save song as .wav file

'O' - opens the loaded samples and plays the reconstructed version of one of the input songs

'C' - Does a thing, no idea how it works or what it does

'Escape' - Quit

'Space' - Play/Pause

'Tab' - Seek to start of song

'1' - Square wave instrument

'2' - Sawtooth wave instrument

'3' - Triangle wave instrument

'4' - Sine wave instrument

Red Slider - Threshold to play a note

Green Slider - Speed of song

Blue Slider - Volume

Exclusive to this fork

Yellow Slider - Note Duration

Cyan Slider - Note Balance (Makes low notes louder than high notes or vise versa)

'5' - Circle wave instrument

'T' - Randomizes last 2/3 of sliders

'X' - Randomly alters each slider (add a random number 0.1 stdev to the current value)

',' - Multiplies each slider by 1.1 (I chose comma because on my keyboard it is the lowercase of <)

'.' - Divides each slider by 1.1 (I chose period because on my keyboard it is the lowercase of >)

'/' - Multiplies each slider by -1

Up Arrow - increments the note threshold (Useful for trying to add one note at a time)

Down Arrow - decrements the note threshold (Useful for trying to remove one note at a time)

'S' - Save slider values to text. Asks in command line what filename to save as

To load a saved song run the command >py composer.py --model\_path song1.txt

It knows to load the saved song file because of the .txt extension and gets the model path from inside the file. If blend mode is on, it will save a file containing the names of the blended songs that can be opened in the same ways

'L' - Loads a song: Asks in command line what song file to open and play without closing the app

'A' - Toggles auto save whenever the song finishes, it is saved and a new song is randomly generated.

'B' - Blends smoothly through a series of preset songs by taking a linear combination of the latent

vectors. Asks in command line what song files (created by the S command above) to blend