

A sequencer toy by Andy Wallace  
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## What?

Bleep Space a sequencer that makes motion graphics for the sounds you make. There are 15 sounds you can use to make your beat.

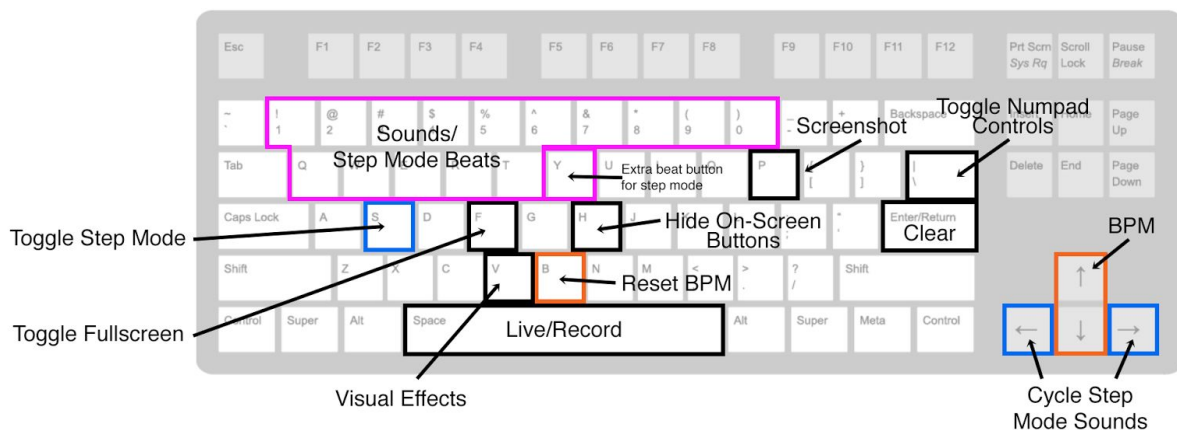
The iOS and PC/Mac versions can be controlled entirely with on screen buttons, but on PC/Mac, you can use a keyboard as well!

On PC/Mac you can also change the audio files to use your own sounds.

Note: Make sure that you keep the data folder on the same level as the app. Do not move one without moving the other.

## Keyboard instructions

While you can control the sequencer just with the mouse, you can also use keyboard commands as well.



### Basic Controls:

- When in Normal Mode, keys **1-0** and **Q-T** will add sounds to the beat.
- Return/Enter** will clear the beat
- Space** will toggle Record and Live mode (in live mode, sounds play but are not recorded. Record is the default mode)
- Up** and **Down** control the BPM
- B** will reset the BPM to the default value
- F** toggles fullscreen
- H** hides on screen buttons. They will still function if clicked

### Step Mode:

**S** will toggle Step Mode. In step mode, you select the current sound and then place it into the beat. Instead of controlling the sound played, the key you hit will control *when* the selected sound is played.

-**Left** and **Right** change the current sound for Step Mode

-In Step Mode, keys **1-0** and **Q-Y** will place the selected sound into the beat (each key corresponds to one of the 16 beats)

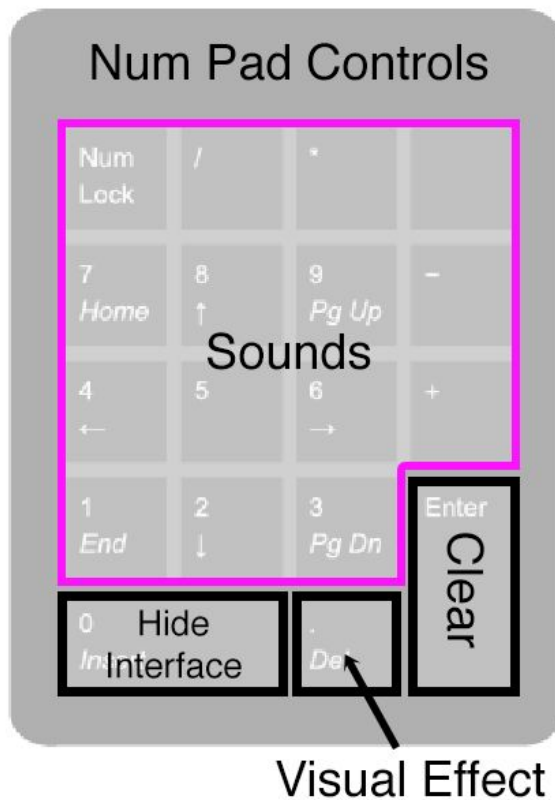
### Some weird extras:

- V** will toggle visual effects.
- P** will take a screenshot

## Numpad Mode

The keys can be reset to use a Numpad, useful if you want to control it with a smaller device. Fun to paint and pass around at parties! This option does not support Step Mode.

Toggle Numpad mode by pressing **backslash ( \ )**. The other keyboard controls that are not remapped for the numpad will still work.



## Changing the sound files

All of the sound files used by the sequencer can be found in data/sounds folder.

In the data folder, you will find a text file called sound\_source. This text file describes the file locations of all of the sounds used. You can edit this to point to other sound files on your computer.

## Have fun!

Send any feedback to [andy@andymakes.com](mailto:andy@andymakes.com) or hit me up at [@andy\\_makes](https://twitter.com/andy_makes) on twitter.