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(if (= (modulo beat 1) 0) (play kit *gm-kick-2* 130 .1))
(if (= (modulo beat 2) 1) (play kit *gm-snare-2* 110 .1))
;; (if (<> (modulo beat 2) 1) (play kit 41 (cosr 100 10 1) .1))
(cv-callback (*metro* (+ beat (* .5 dur))) 'drums (+ beat dur) dur))

(drums (*metro* 'get-beat 4) 1/4)

(define melody
  (lambda (beat dlist slist pitch)
    (play epad (pc:relative pitch (car slist) (pc:scale 0 'dorian))
      40 (car dlist))
    (cv-callback (*metro* (+ beat (* .5 (car dlist)))) 'melody (+ beat (car dlist))
      (rotate dlist -1)
      (rotate slist -1) pitch)))

(melody (*metro* 'get-beat 4) (list 1 1 1/2 1 (+ 1/2 4)) '(0 1 2 3 4) 72)
```