

KeyPlayer

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

PApplet	
keyplayer_gui	5

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

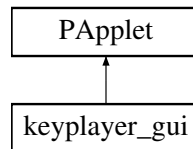
keyplayer_gui	5
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Chapter 3

Class Documentation

3.1 keyplayer_gui Class Reference

Inheritance diagram for keyplayer_gui:



Public Member Functions

- void `setup` ()
- void `draw` ()
- void `keyPressed` ()
- void `keyReleased` ()
- void `stop` ()
- void `customGUI` ()
- void `q_click1` (GButton source, GEvent event)
- void `w_click1` (GButton source, GEvent event)
- void `e_click1` (GButton source, GEvent event)
- void `r_click1` (GButton source, GEvent event)
- void `slider1_change1` (GSlider source, GEvent event)
- void `t_click1` (GButton source, GEvent event)
- void `y_click1` (GButton source, GEvent event)
- void `u_click1` (GButton source, GEvent event)
- void `i_click1` (GButton source, GEvent event)
- void `a_click1` (GButton source, GEvent event)
- void `s_click1` (GButton source, GEvent event)
- void `d_click1` (GButton source, GEvent event)
- void `f_click1` (GButton source, GEvent event)
- void `g_click1` (GButton source, GEvent event)
- void `h_click1` (GButton source, GEvent event)
- void `j_click1` (GButton source, GEvent event)
- void `k_click1` (GButton source, GEvent event)
- void `z_click1` (GButton source, GEvent event)
- void `x_click1` (GButton source, GEvent event)
- void `c_click1` (GButton source, GEvent event)

- void **v_click1** (GButton source, GEvent event)
- void **b_click1** (GButton source, GEvent event)
- void **n_click1** (GButton source, GEvent event)
- void **m_click1** (GButton source, GEvent event)
- void **dropList1_click1** (GDropList source, GEvent event)
- void **comma_click1** (GButton source, GEvent event)
- void **createGUI** ()

Static Public Member Functions

- static void **main** (String[] passedArgs)

3.1.1 Member Function Documentation

3.1.1.1 void keyplayer_gui.draw ()

[draw\(\)](#) adds visual elements to the GUI.

3.1.1.2 void keyplayer_gui.keyPressed ()

[keyPressed\(\)](#) is the main function of the program. It parses keyboard input and displays the visual effects for each key and plays the correct note.

3.1.1.3 void keyplayer_gui.keyReleased ()

[keyReleased\(\)](#) is used to recreate the colors on the screen.

3.1.1.4 void keyplayer_gui.setup ()

[setup\(\)](#) builds the initial frame for the program by opening in fullscreen mode and initiating the GUI.

3.1.1.5 void keyplayer_gui.stop ()

[stop\(\)](#) stops the sounds when the key is released.

The documentation for this class was generated from the following file:

- application.linux64/source/keyplayer_gui.java