KeyPlayer

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Chapter 2

Class Index

2.1 Class List

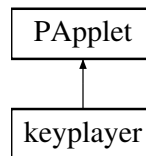Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 3

Class Documentation

3.1 keyplayer Class Reference

Inheritance diagram for keyplayer:

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.draw ( )

draw() adds visual elements to the GUI.

3.1.1.2 void keyplayer.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.

press 1 to load heyheyhey.wav

press 2 to load Scary Monsters and Nice Sprites.mp3

press 3 to load Chip on Your Shoulder.mp3

press 4 to load Closer.mp3

then press spacebar to play the song!

3.1.1.3 void keyplayer.keyReleased ( )

keyReleased() updates the visualizer on key release.

3.1.1.4 void keyplayer.setup ( )

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

3.1.1.5 void keyplayer.stop ( )

stop() stops key sounds on key release.

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

- keyplayer/application.linux64/source/keyplayer.java