# Spec

* Input melody through keyboard
* 2 octaves:
* a-j
* A-J
* Stop recording: Enter key
* Start playing P/p-key
* When complete, go back to init-state.
* Play back tunes 0.5 sec duration
* 2x RAM @ 1kb
* Play tune and record to RAM at the same time.

Elins notater fra møte. Alle andre kan bare ignore.

* Play back.
* Q in mod-m counter. It this for debugging purposes?
* Ram counter does not need load
* ASCII to control path – this is to check if the key is valid
  + Also in order to react to pause, mute, play etc
* Space as mute
* Key that marks the end, i.e. enter. During playback, stop playing when it comes to Enter.
* Assume that the RAM will never fill up entirely.

F.ex store multiple melodies, and switches to define which melody you want.

\* 3 switches, one for each tune.

\* How to implement?