

addr = split(msg.addrPattern().toString()+"/" ,"/");

if (row == 3) hatRow[beat-1] = boolean(on);

if (row == 2) snrRow[beat-1] = boolean(on);

if (row == 1) kikRow[beat-1] = boolean(on);

int newBpm = round(msg.get(0).floatValue());

//println("on:",on, " row:",row," beat:",beat);

int on = int(msg.get(0).floatValue());

void oscEvent(OscMessage msg) {

if(addr[1].equals("beat")) {

if (addr[1].equals("bpm")){

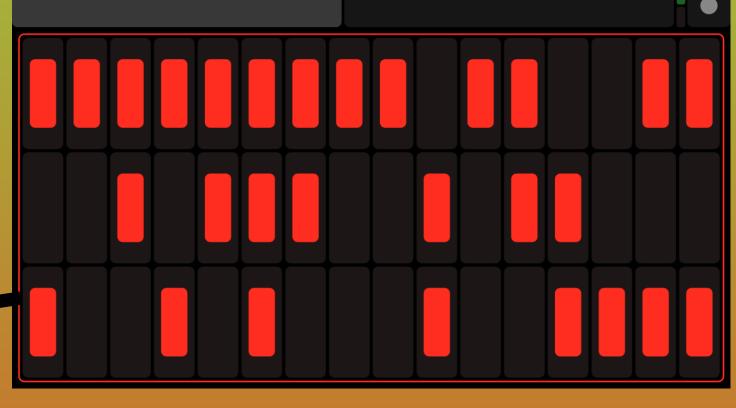
if (newBpm != 0) bpm=newBpm;

int row = int(addr[2]);

int beat = int(addr[3]);

MINIM LIBRARY DrumMachine EXAMPLE (intended for mouse control)

OSC DRUM MACHINE



MODIFICATION:
OSC CONTROL
VIA PHONE APP

BEATS

EXTRA: BPM

CONTROL



AID CHALLENGE 3
TERESA PELINSKI