



MINIM  
LIBRARY  
DrumMachine  
EXAMPLE  
(intended for  
mouse control)

# OSC DRUM MACHINE

```

177 void oscEvent(OscMessage msg) {
178   addr = split(msg.addrPattern().toString()+"/" ,"/");
179
180   if(addr[1].equals("beat")) {
181     int on = int(msg.get(0).floatValue());
182     int row = int(addr[2]);
183     int beat = int(addr[3]);
184     if (row == 3) hatRow[beat-1] = boolean(on);
185     if (row == 2) snrRow[beat-1] = boolean(on);
186     if (row == 1) kikRow[beat-1] = boolean(on);
187     //println( "on:",on, " row:",row," beat:",beat);
188   }
189
190   if (addr[1].equals("bpm")){
191     int newBpm = round(msg.get(0).floatValue());
192     if (newBpm != 0) bpm=newBpm;
193   }
194 }
195

```



MODIFICATION:  
OSC CONTROL  
VIA PHONE APP

BEATS



EXTRA: BPM  
CONTROL

AID CHALLENGE 3  
TERESA PELINSKI