**Dikkatli olacagamiz noktalar!**

1. Amp degerini lutfen 1’den yuksek vermeyiniz, synth’e bagli olarak verebilirsiniz fakat kulaginiza ve kulakliklariniza zarar gelebilir.
2. Low pass filter(lpf) ve High pass filter(hpf) degerlerini cok yuksek(10000Hz+) vermeyiniz. Insan kulaginin duyabildigi ararik 20Hz-20.000Hz arasidir.
3. Var, sinvar ve linvar gibi time degiskenlerine duration’i 0 vermeyin. Ornegin var ([1,2],0).
4. Gunluk hayatta dinledigimiz sarkilarda bpm (beat per minute) degeri 160’in uzerine cok nadiren cikmaktadir. Bazi synth’lerde 1000 deger vermek uygun olabilir ama lutfen kullanirken dikkatli olunuz.

**Chord Hz Wavelength**

|  |  |  |
| --- | --- | --- |
| C3 | 130.81 | 263.74 |
| C#3/Db3 | 138.59 | 248.93 |
| D3 | 146.83 | 234.96 |
| D#3/Eb3 | 155.56 | 221.77 |
| E3 | 164.81 | 209.33 |
| F3 | 174.61 | 197.58 |
| F#3/Gb3 | 185.00 | 186.49 |
| G3 | 196.00 | 176.02 |
| G#3/Ab3 | 207.65 | 166.14 |
| A3 | 220.00 | 156.82 |
| A#3/Bb3 | 233.08 | 148.02 |
| B3 | 246.94 | 139.71 |
| C4 | 261.63 | 131.87 |
| C#4/Db4 | 277.18 | 124.47 |
| D4 | 293.66 | 117.48 |
| D#4/Eb4 | 311.13 | 110.89 |
| E4 | 329.63 | 104.66 |
| F4 | 349.23 | 98.79 |
| F#4/Gb4 | 369.99 | 93.24 |
| G4 | 392.00 | 88.01 |
| G#4/Ab4 | 415.30 | 83.07 |
| A4 | 440.00 | 78.41 |
| A#4/Bb4 | 466.16 | 74.01 |
| B4 | 493.88 | 69.85 |

**Drum Samples**

'!': Yeah!

'#': Crash

'$': Beatbox

'%': Noise bursts

'&': Chime

'\*': Clap

'+': Clicks

'-': Hi hat closed

'/': Reverse sounds

'1': Vocals (One)

'2': Vocals (Two)

'3': Vocals (Three)

'4': Vocals (Four)

':': Hi-hats

'=': Hi hat open

'@': Gameboy noise

'A': Gameboy kick drum

'B': Short saw

'C': Choral

'D': Dirty snare

'E': Ringing percussion

'F': Trumpet stabs

'G': Ambient stabs

'H': Clap

'I': Rock snare

'J': Ambient stabs

'K': Percussive hits

'L': Noisy percussive hits

'M': Acoustic toms

'N': Gameboy SFX

'O': Heavy snare

'P': Tabla long

'Q': Electronic stabs

'R': Metallic

'S': Tamborine

'T': Cowbell

'U': Misc. Fx

'V': Hard kick

'W': Distorted

'X': Heavy kick

'Y': High buzz

'Z': Loud stabs

'\\': Lazer

'^': 'Donk'

'a': Gameboy hihat

'b': Noisy beep

'c': Voice/string

'd': Woodblock

'e': Electronic Cowbell

'f': Pops

'g': Ominous

'h': Finger snaps

'i': Jungle snare

'j': Whines

'k': Wood shaker

'l': Robot noise

'm': 808 toms

'n': Noise

'o': Snare drum

'p': Tabla

'q': Ambient stabs

'r': Metal

's': Shaker

't': Rimshot

'u': Soft snare

'v': Soft kick

'w': Dub hits

'x': Bass drum

'y': Percussive hits

'z': Scratch

'|': Hangdrum

'~': Ride cymbal