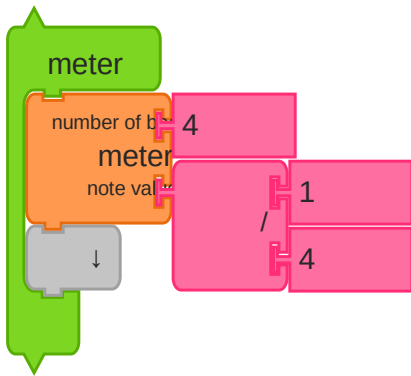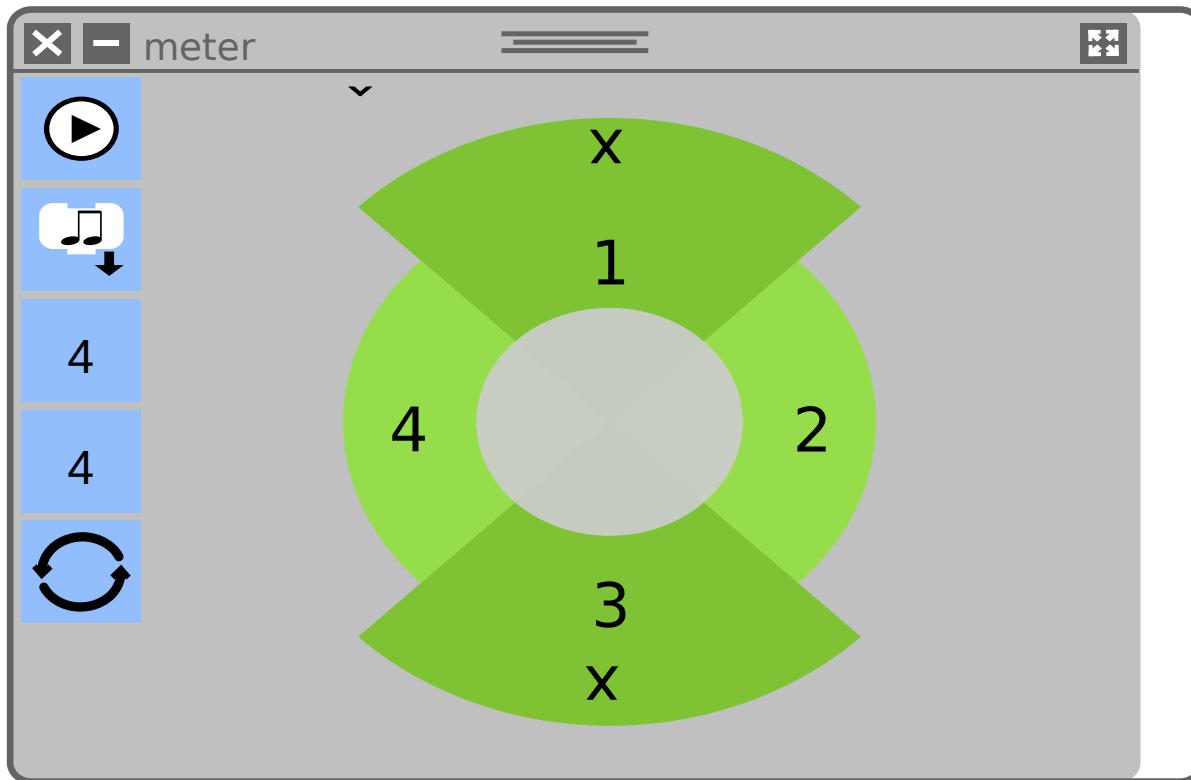# 4.5 Meters

The *Meter Widget* block is used to explore strong and weak beats. Launch the widget with the meter you want to explore. (In the example, the meter is 4 beats per measure, where each beat is one quarter note.)
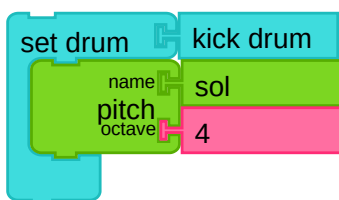

Inside the widget, you can click on a sector to indicate a strong beat. (Clicking on the *X* will revert the beat to a weak beat.) In the figure, the first and third beats are strong.
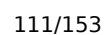
The *Play* button will play the beat, using a snare drum for strong beats and a kick drum for weak beats.
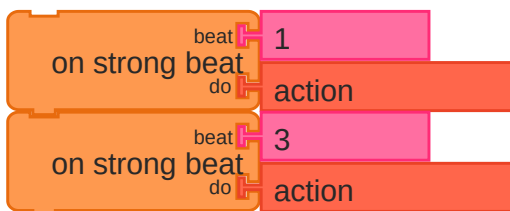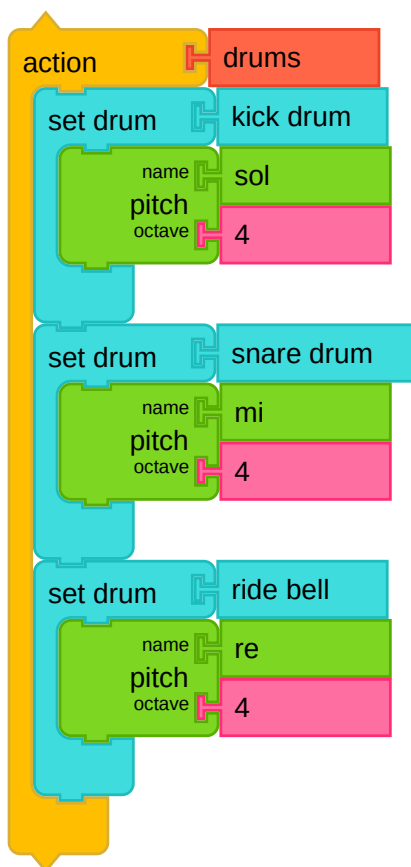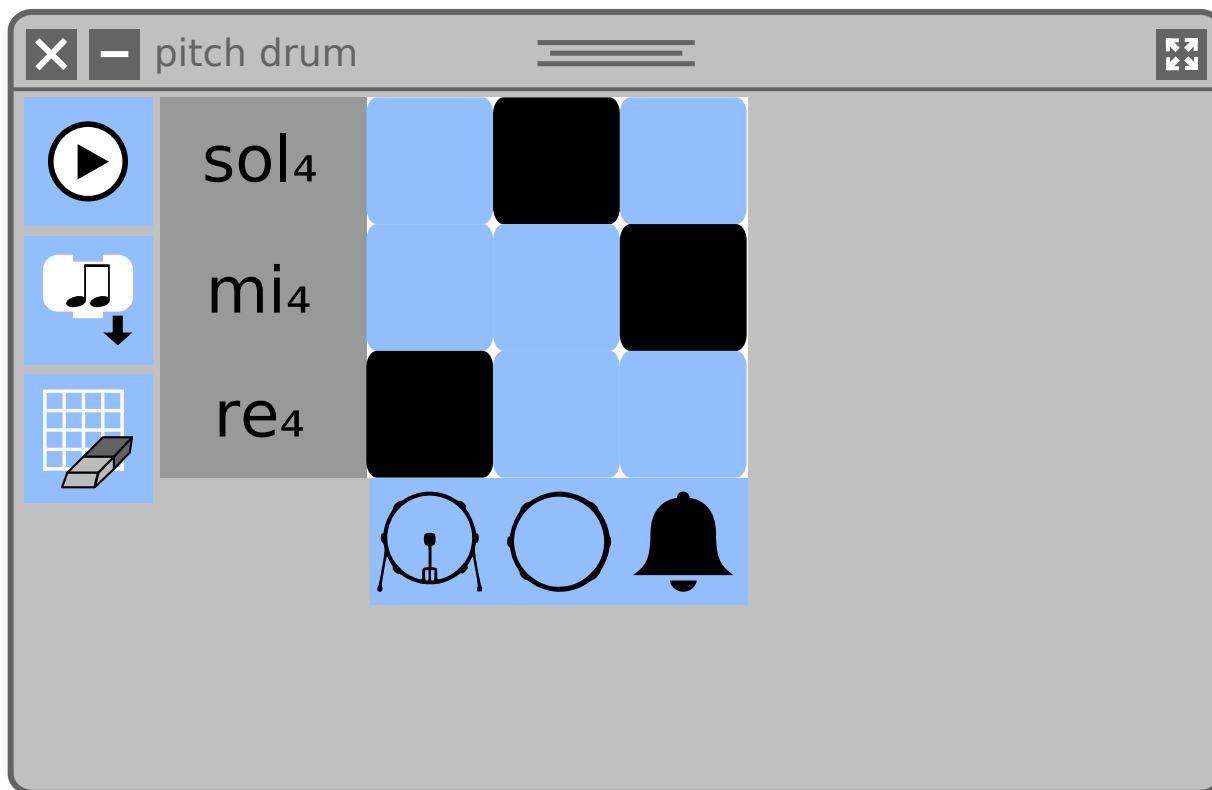

The *Save* button will export *On strong beat do* blocks for each strong beat.

4.6 The Pitch-Drum Matrix

The *Set Drum* block is used to map the enclosed pitches into drum sounds. Drum sounds are played in a monopitch using the specified drum sample. In the example above, a `kick drum` will be substituted for each occurrence of a `Re 4`.

As an experience for creating mapping with the *Set Drum* block, we provide the *Drum-Pitch* Matrix. You use it to map between pitches and drums. The output is a stack of *Set Dum* blocks.