

# 6. Appendix

Previous Section (5. Beyond Music Blocks) | Back to Table of Contents

## 6.1 Beginner Palettes

Looking for a block? The tables below (one for beginner mode and one for advanced mode) list the blocks by the palette where they are found.

### Beginner mode

Music		Programming		Graphics	
Palette	Blocks	Palette	Blocks	Palette	Blocks
Rhythm	note	Flow	repeat	Graphics	forward
	note value drum		forever		back
Music	Programming		Graphics		
Meter	silence	Action	if then	Pen	left
	tie		if then else		right
	note value		backward		set xy
	meter		action		set heading
Pitch	beats per second	Boxes	start	Media	arc
	master beats per second		broadcast		scroll xy
	on every note do		on event do		x
	notes played		do		y
	beat count		store in box1		heading
	pitch		box1		set color
	pitch G4		store in box2		set shade
	scalar step (+/-)		box2		set pen size
	pitch number		store in		pen down
	hertz		box		pen up
Interval	fourth	Number	add	Sensors	fill
	fifth		add 1 to		background
	pitch in hertz		number		color
	pitch number		random		print
	scalar change in pitch		one of this or that		text
	change in pitch		+		show
	set key		-		avatar
	mode length		x		height
	movable do		/		width
	third		=		bottom (screen)
Tone	sixth	Boolean	<	Ensemble	top (screen)
	chord I		>		left (screen)
	chord IV				right (screen)
	chord V				mouse button
	set temperament				cursor x
	set instrument				cursor y
	vibrato				click
	chorus				loudness
	tremolo				set name
	staccato				mouse name
Ornament	slur				
	neighbor (+/-)				

## Music

rhythm maker  
music keyboard  
pitch slider  
tempo  
custom mode  
rhythm  
simple tuplet

## Programming

## Graphics

# 6.2 Advanced Palettes

### Music

#### Palette

#### Rhythm

*Blocks*  
note value sol4  
note value G4  
note value +1  
note value 5 4  
note value 7  
note value 392 hertz  
dot  
multiplicity note value  
skipnotes  
swings  
milliseconds

#### Meter

pickup  
on strong beat  
on weak beat do  
no clock  
whole notes played  
note counter  
measure count  
beat factor  
current meter  
scale degree  
sharp flat  
accidental  
unison  
second  
third  
sixth  
seventh  
down third  
down sixth  
octave  
semi-tone transpose  
register  
invert  
sol  
G

#### Pitch

### Programming

#### Palette

#### Flow

*Blocks*  
repeat  
forever  
if then  
if then else  
while  
until  
wait for  
stop  
switch  
case  
default  
duplicate  
backward  
action  
start  
start drum  
broadcast  
on event do  
do  
arg1  
arg  
calculate  
do  
calculate  
do  
action  
calculate  
return to URL  
return  
store in box1  
box1  
store in box2  
box2  
store in  
store in box  
box

#### Action

#### Boxes

### Graphics

#### Palette

#### Graphics

*Blocks*  
forward  
back  
left  
right  
set xy  
set heading  
arc  
bezier  
control point 1  
control point 2  
clear  
scroll xy  
wrap  
x  
y  
heading

#### Pen

set color  
set grey  
set shade  
set hue  
set translucency  
set pen size  
pen down  
pen up  
fill  
hollow line  
background  
set font  
pen size  
color  
shade  
grey  
black  
white  
red  
orange

Music	Programming	Graphics
sargam	box	yellow
accidental	add	green
number of octave	add 1 to	blue
number of pitch	number	purple
set pitch number offset	random	<b>Media</b> text
MIDI	one of this or that	show
<b>Intervals</b> set key	+	avatar
current key	-	note to frequency
current mode	-	hertz
mode length	x	stop media
movable Do	/	open file
define mode	abs	height
scalar interval (+/-)	sqrt	width
semi tone interval (+/-)	^	bottom (screen)
major 3	mod	top (screen)
scalar interval measure	int	left (screen)
semi-tone interval measure	true	right (screen)
interval name	=	<b>Sensors</b> keyboard
doubly	<	to ASCII
set temperament	>	mouse bottom
<b>Tone</b> set instrument	or	cursor x
voice name	and	cursor y
audio sample	not	time
vibrato	push	pixel color
chorus	pop	red
phaser	set heap	green
tremolo	index heap	blue
distortion	reverse heap	click
harmonic	empty heap	loudness
weighted partials	heap empty?	<b>Ensemble</b> set name
partial	heap length	mouse name
FM synth	show heap	new mouse
AM synth	get value	found mouse
duo synth	set value	mouse sync
<b>Ornament</b> staccato	get value by name	mouse note value
slur	set value by name	mouse pitch number
neighbor (+/-)	dictionary	mouse notes played
neighbor (+/-)	print	mouse x
<b>Volume</b> crescendo	comment	mouse y
decrescendo	wait	set mouse
set relative volume	open project	mouse heading
set master volume	hide blocks	mouse color
set synth volume	show blocks	start mouse
set drum volume	no background	stop mouse
fff	set heap	mouse index heap
ff	load heap	
f	save heap	
mf	set dictionary	
	<b>Number</b>	
	<b>Boolean</b>	
	<b>Heap</b>	
	<b>Dictionary</b>	
	<b>Extras</b>	
	<b>Program</b>	

**Music**

mp

p

pp

ppp

master volume

**Drum**

drum

sound effect

set drum

map pitch to drum

snare drum

kick drum

floor tom

cup drum

darbuka drum

hi hat

triangle drum

finger cymbals

ride bell

cow bell

crash

slap

clap

clang

chime

bubbles

bottle

dog

cricket

cat

duck

noise

effect

drum

noisename

tom tom

**Widget**

status

phrase maker

C major scale

G major scale

rhythm maker

pitch staircase

music keyboard

chromatic keyboard

pitch slider

pitch-drum maker

audio sampler

tempo

meter

**Programming**

load dictionary

save heap to App

load heap from App

open palette

open project

make block

connect blocks

run blocks

move block

delete block

**Graphics**

## Music

timbre  
temperament  
rhythm  
simple triplet  
triplet  
quintuplet  
septuplet  
tuplet  
whole note  
half note  
quarter note  
eighth note  
1/16 note  
1/32 note  
1/64 note  
custom mode

## Programming

## Graphics

[Back to Table of Contents](#)