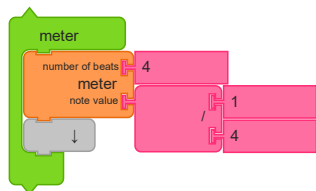
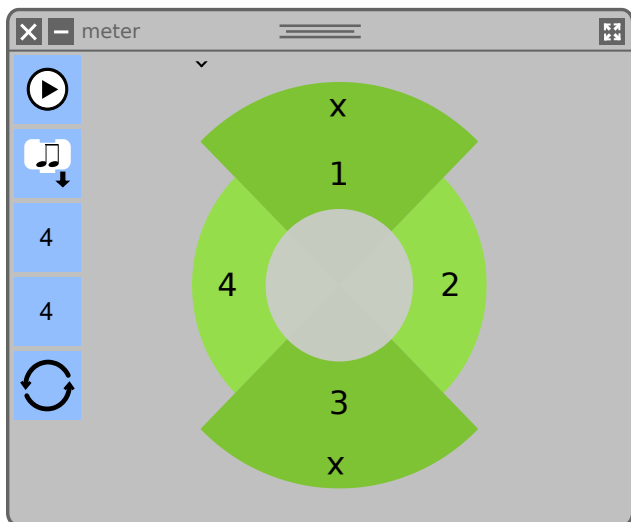


4.5 Meters

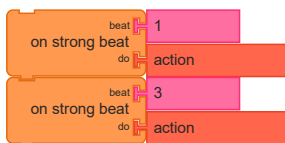


The *Meter Widget* block is used to explore strong and weak beats. Launch the widget with the meter you want to explore. (In the example, the meter is 4 beats per measure, where each beat is one quarter note.)



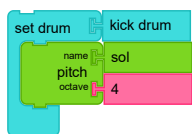
Inside the widget, you can click on a sector to indicate a strong beat. (Clicking on the X will revert the beat to a weak beat.) In the figure, the first and third beats are strong.

The *Play* button will play the beat, using a snare drum for strong beats and a kick drum for weak beats.

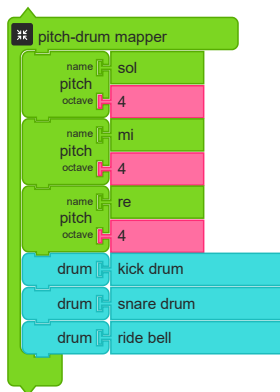


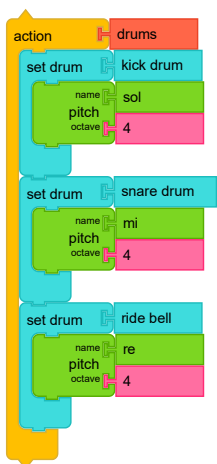
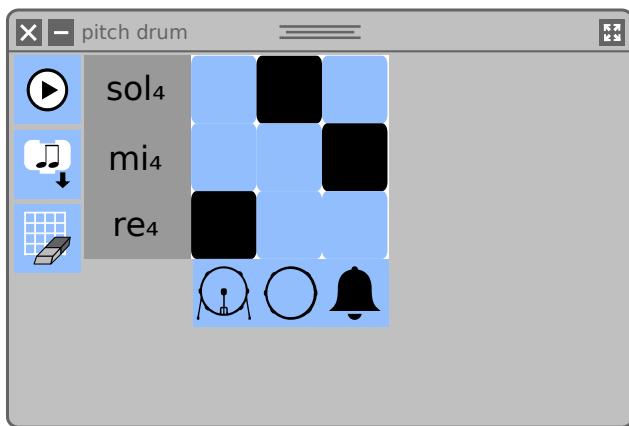
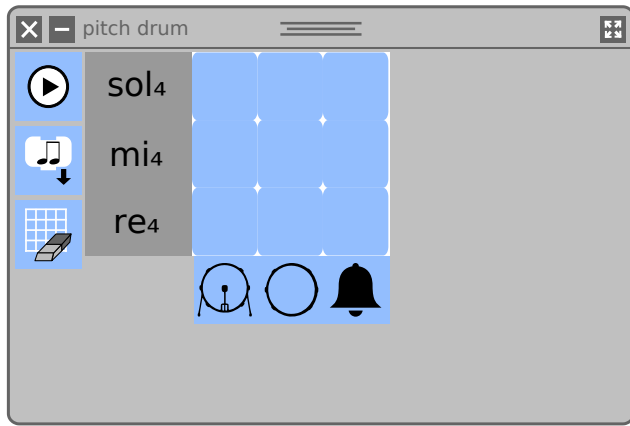
The *Save* button will export *On strong beat do* blocks for each strong beat.

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*.



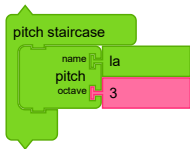


As an experience for creating mapping with the *Set Drum* block, we provide the *Drum-Pitch Matrix*. You use it to map between pitches and drums. The output is a stack of *Set Drum* blocks.

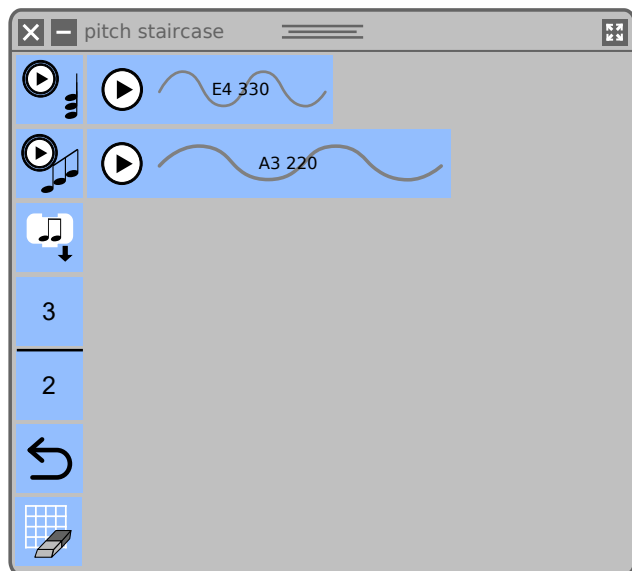
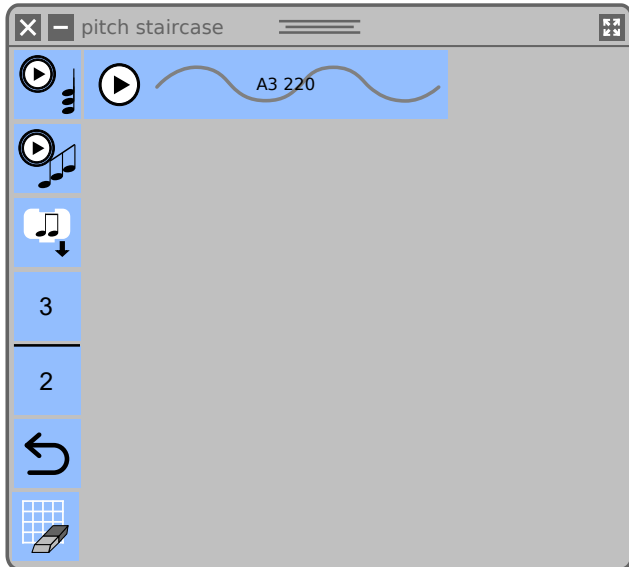
4.7 Exploring Musical Proportions

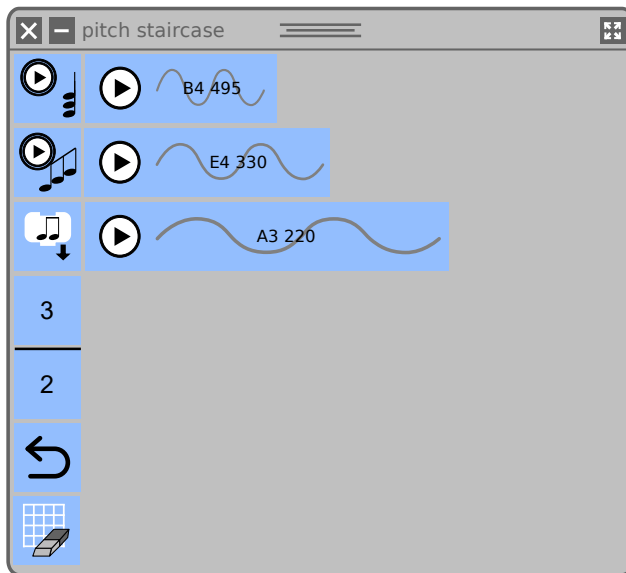
The *Pitch Staircase* block is used to launch a widget similar to the *Phrase maker*, which can be used to generate different pitches using a given pitch and musical proportion.

The *Pitch* blocks contained in the clamp of the *Pitch Staircase* block define the pitches to be initialized simultaneously. By default, one pitch is defined and it have default note "la" and octave "3".



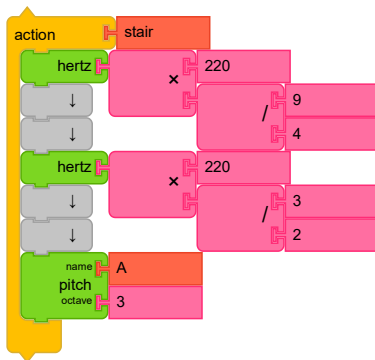
When *Pitch Staircase* block is clicked, the *Pitch Staircase* widget is initialized. The widget contains row for every *Pitch* block contained in the clamp of the *Pitch Staircase* block. The input fields in the top row of the widget specify the musical proportions used to create new pitches in the staircase. The inputs correspond to the numerator and denominator in the proportion respectively. By default the proportion is 3:2.





Clicking on the *Play* button to the left of each row will playback the notes associated with that step in the stairs. The *Play-all* button on the upper-left of the widget will play back all the pitch steps simultaneously. A second *Play-all* button to the right of the stair plays in increasing order of frequency first, then in decreasing order of frequency as well, completing a scale.

The *Save stack* button will export pitch stacks. For example, in the above configuration, the output from pressing the *Save stack* button is shown below:



These stacks can be used with the *Phrase maker* block to define the rows in the matrix.

