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<!DOCTYPE HTML>
<html>
<body>
<h1> Timbre.js code to play an array of notes</h1>
<script src="https://ajax.googleapis.com/ajax/libs/jquery/1.11.3/jquery.min.js"></script>
<script src="http://mohayonao.github.io/timbre.js/timbre.js"></script>

<script>

// Code to play Do Re Me Fa based on timbre.js getting started example.
// There may be a better way to do this.
// I am glad I found at least one!
// Please let prasannamate@yahoo.com know what you think.

var s = [ T("saw", {freq:261.63}), // Array of Timber Objects ( T objects ), one for each note.
          T("saw", {freq:293.66}),
          T("saw", {freq:329.63}),
          T("saw", {freq:349.23}),
          T("saw", {freq:392.00}),
          T("saw", {freq:440.00}),
          T("saw", {freq:493.88}),
          T("saw", {freq:523.25}), ];
var m = [ 500, 250, 500, 250, 500, 250, 500, 250, ]; // Array of durations for each note.

// Try changing the timing of frequencies.

function playNoteArray() { // Function to play the note array
  var p = 0;
  playNote(p);          // Call to function to play single note.
}
function playNote(p){
  if (p <= 7){
    T("perc", {r:m[p]}, s[p]).on("ended", function() {
      this.pause();
      p++;
      playNote(p);    // Recursive call to play a note until p is less than 7.
    }).bang().play();
  }
}
</script>
<body>

<button type="button" onclick="playNoteArray()">Play Note Array</button>

</body>
</html>

```