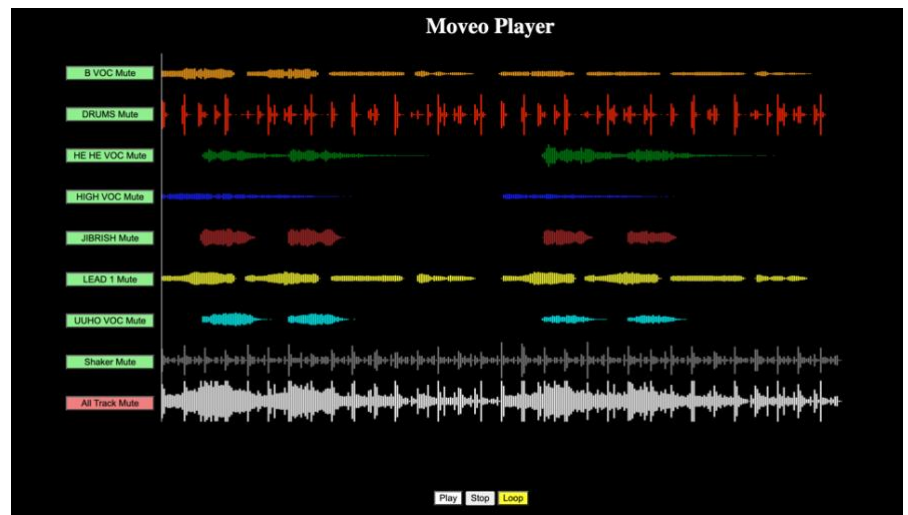# Loop Machine – Raz Belahusky

Overview
a web multi-channel
loop machine app which allows
user to mute/unmute specific
track, loop current playing tracks
and play and stop general play.
I used java script library called
wavesurfer.js which contains
audio methods and customizable
audio waveform visualization gui.

Instances
loop_index - indicates loop status (1 for true, 0 for false), used for toggling loop status.
wave_colors[] – array of diff wave colors, used over track objects properties creation.
mp3_names[] – array of diff mp3 names, used to load mp3 into a track object.
wave_index – indicates index of current track, used for loop scope that creates track objects.
wave_name – used for creating correct string of a track instance in the loop scope.

Methods
play() - function that start playing all tracks and changes play button color to green.
stop() - function that stops all tracks, moves cursor to the beginning.
mute(num) - function that mute and unmute tracks from button click knowledge. **'num'** is an
integer which indicates which track to mute / unmute.
wave_color_change(wavesurfer, num) – function that changes track wave color due to current
mute mode. **'wavesurfer'** is a track object that needed an adjust and **'num'** indicates index of
track which used for generating specific wave color from the wave_colors array.
loop_toggle() – function that toggles loop status (yellow "1" for loop, white "0" for standard).
I added 2 other functions, first starts track-playing when it stops on a loop mode and second
initiates track_9 'all track.mp3' as a mute track.

HTML Divs
#play_buttons – play, stop and loop buttons which indicates different modes by colors,
positioned over the bottom screen.
#mutes – mute buttons which indicates mute/unmute mode by color, positioned along the left
screen.
#waveform – 9 different customizable audio waves in unique color for each track.