live\_loop :synth do

 play 80

 sleep 0.5

 play 83

 sleep 0.5

 play 87

 sleep 0.5

 play 83

 sleep 0.5

end

live\_loop :random do

 play [92, 95, 99].choose, release: 0.25

 sleep 0.125

end

live\_loop :cymbal do

 sample :drum\_cymbal\_closed if spread(3,5).tick

 sleep 0.125

end

live\_loop :bass do

sync :random

with\_fx :ixi\_techno do

use\_synth :supersaw

play :d2, release: 8

sleep 8

end

end

You can make one live\_loop run at the same time as another by writing sync :random or sync :some\_other\_name

.choose chooses randomly from the list

Numbers are always blue. Change them and see what happens!

live\_loop :bass\_drum do

sample :bd\_zome

 sleep 2

end

Numbers are always blue. Change them and see what happens!

live\_loop :synth do

 play 80

 sleep 0.5

 play 83

 sleep 0.5

 play 87

 sleep 0.5

 play 83

 sleep 0.5

end

live\_loop :random do

 play [92, 95, 99].choose, release: 0.25

 sleep 0.125

end

live\_loop :cymbal do

 sample :drum\_cymbal\_closed if spread(3,5).tick

 sleep 0.125

end

live\_loop :bass do

sync :random

with\_fx :ixi\_techno do

use\_synth :supersaw

play :d2, release: 8

sleep 8

end

end

live\_loop :bass\_drum do

sample :bd\_zome

 sleep 2

end

You can make one live\_loop run at the same time as another by writing sync :random or sync :some\_other\_name

.choose chooses randomly from the list