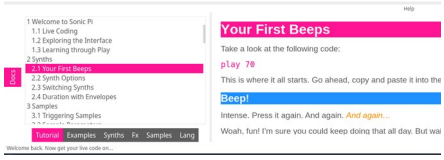
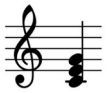



```
play 60
sleep 1
play 62
sleep 1
play 64
```

```
play :c4
sleep 1
play :d4
sleep 1
play :e4
```

```
play_pattern (ring 60,62,64)
```

```
doremi = (ring 60, 62, 64)
lengte = [0.5, 0.5, 1]
play_pattern_timed doremi, lengte
```



```
play 60
play 64
play 67
```

```
play :c4
play :e4
play :g4
```

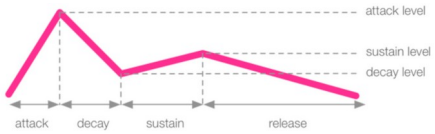
```
play [:c4, :e4, :g4]
```

```
play_chord [:c4, :e4, :g4]
```

```
play chord(:C4, :major)
```

```
use_synth :prophet
play 60, pan: -0.5, amp: 2, cutoff: 100
```

```
use_synth :blade
play 60, attack: 0.2, sustain: 1, release: 1
```




```
play 60, attack: 0.1,
  attack_level: 1, decay: 0.2,
  decay_level: 0.3, sustain: 1,
  sustain_level: 0.4, release: 0.5
```

```
#loop forever
loop do
  play 60
  sleep 1
end
```

```
#loop n times
4.times do
  play 60
  sleep 1
end
```

```
#loop n times
#met iterator
4.times do |i|
  play 60 + i
  sleep 1
end
```

```
in_thread do
  loop do
    play 60
    sleep 1
  end
end

in_thread do
  loop do
    play 72
    sleep 0.25
  end
end
```

```
use_bpm 120

in_thread do
  loop do
    sample :loop_amen, beat_stretch: 4
    sleep 4
  end
end

in_thread do
  use_synth :chipbass
  loop do
    3.times do |i|
      play 40 + i
      sleep 1
    end
    play 41
    sleep 0.5
    play 40
    sleep 0.5
  end
end
```

```
loop do
  sample :loop_amen
  sleep sample_duration :loop_amen
end
```

```
loop do
  sample :loop_amen, beat_stretch: 2
  sleep 2
end
```

```
loop do
  sample :loop_amen,
    onset: rrand_i(0,10),
    rate: (ring -1,1).choose,
    attack: 0.1, decay: 0.15
  sleep 0.25
end
```

```
use_bpm 90

live_loop :beat do
  4.times do
    sample :bd_haus, amp: 0.5
    sleep 0.5
  end
end

live_loop :syncedSample do
  sync :beat #with sync there is no need for sleep
  sample :drum_heavy_kick, amp: 2
end
```

```
with_fx :flanger do
  with_fx :slicer do
    live_loop :beat do
      sample :loop_compus, beat_stretch: 4
      sleep 4
    end
  end
end
```

```
use_random_seed 123
4.times do
  play rrand_i(50,60) if one_in(3)
  sleep 0.5
end
```

```
noten = (ring 70, 55, 60, 66)
loop do
  if one_in(4)
    sample :drum_bass_hard
    play noten.pick if dice(6)
  else
    sample :drum_bass_soft, rate: [1,1,-1].choose
    play noten
    sample :loop_amen, onset: rrand_i(0,10)
  end
  sleep 1
end
```

```
live_loop :midi_piano do
  use_real_time #removes the lag between key press and sound
  note, velocity = sync "/midi:launchkey_mini_midi_1:2:1/note_on"
  synth :prophet, note: note, amp: velocity / 127.0
end
```

```
live_loop :midi_triggers do
  use_real_time
  note, velocity = sync "/midi:*10/note_on"
  sample :ambi_choir if note == 36
  sample :ambi_drone if note == 37
end
```

```
define :playHabanera do |repeats|
  notes = (ring :d, :r, :r, :a, :f5, :r, :a, :r)
  repeats.times do
    notes.size.times do
      play notes.tick - 12 #oktaaf lager
      sleep 0.25
    end
  end
end

playHabanera 2
```