

# Catalogue

<https://github.com/samuelbigio/DrumLooper>

DrumLooper – Samuel Bigio

The Main directory has a folder named main which has seven different folders

1. DrumPage
  - a. All the buttons classes for drums and toolbar
2. MainMenuButtons
  - a. Classes for the buttons of the main menu
3. MISC
  - a. Photos that are hosted in the readme
  - b. Classes to iterate through the sound directory and image directories
4. PlayBoth
  - a. Directory for playboth page and all the classes
5. SaveFiles
  - a. Where final loops are saved for easy access for exporting later
6. Sounds
  - a. All the sounds of the drumkits are located here and other sounds can be added dynamically to the game in this directory
7. SynthPage
  - a. Classes for the synth page

In the main directory there is a main file where the game is ran. That file is simple and calls PygameInit.py .

Technically the game doesn't run in the main directory, but it runs in the directory that is titled main. This is confusing and I am going to correct this soon but I just realized this and I am too afraid to break anything before I submit it.

In order to run the game run the file Main/main.py

You will need pydub and pygames

Please see github repository for installation details

## INSTALLATION

The following was taken from the readme of the github repository

Below is a link to a zip file hosted in google drive with an executable that can run on windows.

### [Zip With .exe](#)

This program needs pygame and pydubs to run. Pydub requires ffmpeg as a dependency to run and that usually gives me an error when porting to a different OS. Below is a command to run to install the respective packages, however to you can just pip install pygame pip install pydub with as many lines. Here is a guide in installing [FFmpeg](#).

```
pip freeze > requirements.txt  
pip install -R requirements.txt
```