



# Creative Coding 2023

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Course website: <https://openprocessing.org/class/83620>

# Minim

- ❑ Minim is an audio library for Processing
- ❑ Features:
  - ❑ AudioPlayer
  - ❑ AudioMetaData
  - ❑ AudioRecorder
  - ❑ AudioInput
  - ❑ AudioOutput
  - ❑ FFT (Fourier Transform to generate a frequency spectrum)
  - ❑ BeatDetect
  - ❑ A real-time synthesis framework

Sketch > Import Library > Manage Libraries > minim

# Free resources for sounds

- ❑ free sound

- ❑ <http://www.freesound.org/>

- ❑ free internet archives

- ❑ <https://archive.org/>

# Play a sound

```
// At the top:  
import ddf.minim.*;  
  
Minim minim;  
AudioPlayer song;  
  
// in setup:  
void setup() {  
    minim = new Minim(this);  
    song = minim.loadFile("song.mp3");  
    song.play();           // song.pause();  
}
```

# AudioSample

- ❑ An AudioSample keeps the entire file in an internal buffer and all you can do is trigger() the sound.
- ❑ It is not advised that you use this class for long sounds e.g. entire songs
- ❑ Appropriate time to use:
  - ❑ game sound: AudioSample
  - ❑ BGM: AudioPlayer