

Cheat Sheet

- Hit CTRL + B to boot the server. Do this before anything else.
- Hit CTRL + ENTER (together) to run a line of code.
- Place the cursor anywhere inside the parenthesis -- '(' -- of the "Pbindex" and hit CTRL + ENTER or place the cursor on line #8 and hit CTRL + ENTER
- Hit CTRL + '.' (period) or place the cursor on line #9 (or #25) and hit CTRL + ENTER to stop playing a sample.

What was she talking about again?

- Every person in your group should pick a parameter and change the numbers for that parameter. Try different numbers from really small (0 or 0.01) to big (9 or 10).
- Listen to what change you hear. Note it down.
- Think about what that parameter does to the sample.
- Have fun, make some noise, and note down any cool stuff you come up with to share at the end!

TERMS

- What on Earth is a "parameter"?

```
\dur, 4,  
\rel, 1,  
\rate, 1,  
\startPos, 0,  
\amp, 0.3,
```

- ★ The words before the numbers are called parameters.
 - ★ They control some aspect of the sound you hear.
 - ★ In programming, parameters act like inputs that give information to a function to do something.
- What is a sample? A snippet of a larger audio file.

Answers

- “dur”: duration -- time between hits. For instance, “\dur, 4” means play for 4 seconds, don’t play for 4 seconds, and then play again for 4 seconds (the samples loop).
- “rel”: release time -- how much of the sample do you want to play. For example, “\rel, 2”, let 2 seconds of the sample keep playing at every beat.
- “rate”: playback rate -- how fast or slow the sample plays at. For instance, “\rate, 0.1” slows it down and “\rate, 5” speeds it up 5x.
- “startPos”: start position -- where do you want to start playing in the sample. So, “\startPos, 0” plays from the beginning and “\startPos, 0.5” plays 0.5 seconds into the sample.
- “amp”: amplitude -- volume of the sample. 0 is silence, 1 is loudest.