

1 Looping sounds with TidalCycles

Using simple high (h) and low (l) drum sounds. Add a number from 1-8 to these, e.g. h4 and l4.

```
sound "h l"
```

Add more sounds, and it'll squeeze them in to the same rhythmic 'cycle'

```
sound "h h h h l l l l"
```

You can use ~ to add gaps to add rhythms:

```
sound "h ~ l ~ h l ~"
```

You can use * and a number to play a sound multiple times (in the time of one):

```
sound "h*2 ~ l ~ h l*4 ~"
```

The conga rhythm "Have you got a dog, great big dog."

```
sound "h*4 l h*2 l"
```

Another way to put multiple sounds inside one, with [and]:

```
sound "h [l l l]"
```

```
sound "[h h] [l ~ l l]"
```

2 Changing the sounds with 'effects'

```
sound "h [l h] h ~"
```

Reverse the loop

```
rev $ sound "h [l h l] h l"
```

Make it louder

```
louder $ sound "h [l h l] h l"
```

Make it quieter

```
quieter $ sound "h [l h l] h l"
```

Make it quiet!

```
mute $ sound "h [l h l] h l"
```

Send it to the left

```
left $ sound "h [l h l] h l"
```

Send it to the right

```
right $ sound "h [l h l] h l"
```

Make it higher pitched

```
higher $ sound "h [l h l] h l"
```

Make it lower pitched

```
lower $ sound "h [l h l] h l"
```

Make it sound 'scratchy'

```
scratch $ sound "h [l h l] h l"
```

3 Conditionals

Do something every given number of loops, for example every third loop:

```
every 3 higher $ sound "h [l h l] h l"
```

Do something.. sometimes!

```
sometimes scratch $ sound "h [l h l] h l"
```

4 More sounds to try

- arpy - notes
- can
- dbass - low sounds
- bd - bass drum
- sd - snare drum
- hc - high hat closed
- ho - high hat open
- rs - rim shot
- cp - hand clap
- kurt - strange noises
- sid - bleepy sounds?
- donk
- amencutup

Add : and a number to find different variations of a sound, e.g. `sound "kurt:3 sid:2"`.

But work together to find sounds that work well together!