



width = 1680px

36 black keys
52 white keys

px per white key = $\text{int}(\text{width}/52)$

px per black key = $\text{int}(\text{width}/52)/2$

note radius = $\frac{\text{px per white key}}{2}$

x: $\frac{\text{px per white key}}{2}$

★ y: top with top

Based on NoteID 0...88
 Start from bottom to top get height()...0
 Key Size
 black: small or white: big
 Start from height=0
 Create a formula for duration or keep adding +1 before ever repaint
 Based on vel
 - check vel
 - check note if in notesList
 - check if active
 - if active 0: move to other list
 1 or 0
 if (0) move to other list
 [x, y, width, height, active?]

offset: 5px



$x: \frac{\text{width}}{52} - \frac{1}{2} \text{blkKeyLength} + \text{offset}$

Width

Dict or list of Key obj's

offset Gb/F# & Bb/A#: 5px

offset Db/C# & Eb/D#: 4px

Create classes for Notes & Keys