

Simple Melody

```
play 70
sleep 1
play 72
sleep 2
play 75
```

Repetition

```
4.times do
  play 76
  sleep 1
  sample :bd_haus
  sleep 1
end
```

Loops

```
live_loop :sally do
  sample :bd_haus
  sleep 0.5
end
live_loop :kate do
  play 70
  sleep 1
end
```

FX

```
with_fx :reverb, room: 1 do
  sample :guit_em9
end
with_fx :distortion do
  play 70
  sleep 1
  play 75
end
```

Synths

play 60	Play note 60 with the current synth
play :e	Play note E with the current synth
play :eb	Play note Eb with the current synth
play :cs	Play note C# with the current synth
play :e3	Play note E at octave 3 with the current synth
play 60.5	Play the note halfway between 60 and 61
play :eb2 + 0.25	Play the note a quarter of a semitone above Eb octave 2
play (chord :e3, :minor)	Play chord E Minor at octave 3
play [60, :E3, 72]	Play notes 60, E (octave 3) and 72 as a chord

Samples

sample :loop_amen	Play loop amen sample
sample :loop_amen, rate: -1	Play loop amen sample backwards
sample :loop_amen, rate: 0.5	Play loop amen sample at half speed
sample :loop_amen, amp: 2	Play loop amen sample at double volume

Randomisation

play (scale :c3, :minor).choose	Play a random note within the C Minor scale in octave 3.
sample :bd_haus, cutoff: rrand(70, 130)	Play the bd haus sample with a random cutoff value between 70 and 130



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Randomisation (cont)

`sleep rand(3)` Sleep for a random amount of time between 0 and 3 beats.

Available Samples

Example Usage

```
sample :loop_industrial, amp: 1.5, rate: 0.5
```

Electric Sounds

```
:elec_triangle, :elec_snare, :elec_lo_snare, :elec_hi_snare, :elec_mid_snare, :elec_cymbal, :elec_soft_kick, :elec_filt_snare, :elec_fuzz_tom, :elec_chime, :elec_bong, :elec_twang, :elec_wood, :elec_pop, :elec_beep, :elec_blip, :elec_blip2, :elec_ping, :elec_bell, :elec_flip, :elec_tick, :elec_hollow_kick, :elec_twerp, :elec_plip, :elec_blup
```

Guitar

```
:guit_harmonics, :guit_e_fifths, :guit_e_slide, :guit_em9,
```

Drums

```
:drum_heavy_kick :drum_tom_mid_soft, :drum_tom_mid_hard, :drum_tom_lo_soft, :drum_tom_lo_hard, :drum_tom_hi_soft, :drum_tom_hi_hard, :drum_splash_soft, :drum_splash_hard, :drum_snare_soft, :drum_snare_hard, :drum_cymbal_soft, :drum_cymbal_hard, :drum_cymbal_open, :drum_cymbal_closed, :drum_cymbal_pedal, :drum_bass_soft, :drum_bass_hard, :drum_cowbell, :drum_roll
```

Misc

```
:misc_burp, :misc_crow, :misc_cineboom
```

Percussion

```
:perc_bell, :perc_bell_, :perc_snap, :perc_snap2, :perc_swash, :perc_till, :perc_door, :perc_impact_1, :perc_impact_2, :perc_swoosh
```

Ambient

```
:ambi_soft_buzz, :ambi_swoosh, :ambi_drone, :ambi_glass_hum, :ambi_glass_rub, :ambi_haunted_hum, :ambi_piano, :ambi_lunar_land, :ambi_dark_woosh, :ambi_coffin, :ambi_sauna
```

Bass

```
:bass_hit_c, :bass_hard_c, :bass_thick_c, :bass_trace_c, :bass_drop_c, :bass_woods_y_c, :bass_voxy_c, :bass_voxy_hit_c, :bass_dnb_f
```

Available Samples (cont)

Bass Drums

```
:bd_pure, :bd_808, :bd_zum, :bd_gas, :bd_sone, :bd_haus, :bd_zome, :bd_boom, :bd_klub, :bd_fat, :bd_tek, :bd_ada, :bd_mehackit
```

Loops

```
:loop_industrial, :loop_compus, :loop_amen, :loop_amen_full, :loop_garzul, :loop_mika, :loop_breakbeat, :loop_safari, :loop_tabla, :loop_3dprinter, :loop_drone_g_97, :loop_electric, :loop_mehackit_1, :loop_mehackit_2, :loop_perc_1, :loop_perc_2, :loop_weirdo
```

Snares

```
:sn_dub, :sn_dolf, :sn_zome, :sn_generic
```

Tabla

```
:tabla_tas1, :tabla_tas2, :tabla_tas3, :tabla_ke1, :tabla_ke2, :tabla_ke3, :tabla_na, :tabla_na_o, :tabla_tun1, :tabla_tun2, :tabla_tun3, :tabla_tel, :tabla_te2, :tabla_te_ne, :tabla_te_m, :tabla_ghe1, :tabla_ghe2, :tabla_ghe3, :tabla_ghe4, :tabla_ghe5, :tabla_ghe6, :tabla_ghe7, :tabla_ghe8, :tabla_dhec, :tabla_na_s, :tabla_re
```

Vinyl

```
:vinyl_backspin, :vinyl_rewind, :vinyl_scratch, :vinyl_hiss
```

Glitch

```
:glitch_bass_g, :glitch_perc_1, :glitch_perc_2, :glitch_perc_3, :glitch_perc_4, :glitch_perc_5, :glitch_robot_1, :glitch_robot_2
```

Mehackit

```
:mehackit_phone_1, :mehackit_phone_2, :mehackit_phone_3, :mehackit_phone_4, :mehackit_robot_1, :mehackit_robot_2, :mehackit_robot_3, :mehackit_robot_4, :mehackit_robot_5, :mehackit_robot_6, :mehackit_robot_7
```



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