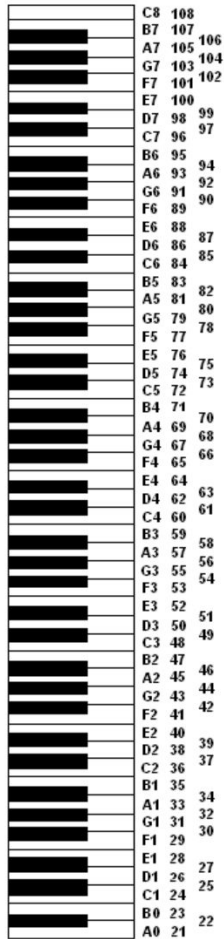


Alles bij elkaar



Alles bij elkaar



play 60

sleep 1

play :c4 ← toonladder = c,d,e,f,g,a,b,c

play_chord [:c4, :e4, :g4]

play_chord chord(:e4, :major) → major, minor...

play_pattern (scale :e4, :minor) → .reverse

play (scale :e4, :minor).choose

use_bpm 600

use_synth :hollow → saw, hoover, piano

live_loop :mijnOneindigeLoop do

...
end

2.times do
...
end

sample :bd_haus → :guit_em9 ...



Sneltoetsen

ALT-R Run
 ALT-S Stop
 STRG-I Help voor huidige commando

ALT-A Selecteer alles
 ALT-C Copy
 ALT-V Toevoegen

Knoppen

Run Stop Rec

Save Load

Speel af Stop Opnemen Bewaren Openen bestand

Size Size

Verklein Tekst Vergroot

1 Welcome to Sonic Pi

- 1.1 Live Coding
- 1.2 Exploring the Interface
- 1.3 Learning through Play

2 Synths

- 2.1 Your First Beeps
- 2.2 Synth Options
- 2.3 Switching Synths
- 2.4 Duration with Envelopes

3 Samples

- 3.1 Triggering Samples
- 3.2 Sample Parameters
- 3.3 Stretching Samples

Tutorial Examples Synths Fx Samples Lang

Handleiding Voorbeelden Effecten Alle commando's



use_synth

Tutorial Examples **Synths** Fx Samples Lang

beep blade bnoise noise dark_ambience
 dpulse dsaw dull_bell fm gnoise growl
 hollow Hoover
 mod_beep mod_dsaw mod_fm chplead chipbass chipnoise
 mod_pulse mod_saw mod_sine mod_tri pule
 noise piano pnoise pretty_bell prophet dttri pluck
 saw sine square subpulse tb303 tri zawa

samples

Tutorial Examples Synths Fx **Samples** Lang

:elec_triangle
 :elec_snare
 :elec_lo_snare
 :elec_hi_snare
 :elec_mid_snare
 :elec_cymbal
 :elec_synth_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_twip
 :elec_plip
 :elec_blup

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

: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_choir

:bass_hit_c
 :bass_hard_c
 :bass_thick_c
 :bass_drop_c
 :bass_woodsyc
 :bass_voxy_c
 :bass_voxy_hit_c
 :bass_dnb_f

: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

:loop_industrial
 :loop_compus
 :loop_amen
 :loop_amen_full
 :loop_garzul
 :loop_mika
 :loop_breakbeat

: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_choir

:drum_cowbell
 :drum_roll
 :misc_cros
 :misc_cineboom
 :perc_swash
 :perc_till
 :loop_safari
 :loop_tabla

:misc_burp
 :perc_bell
 :perc_snap
 :perc_snap2

:guit_harmonics
 :guit_e_fifths
 :guit_e_slide
 :guit_em9

