

Drums

kobayashikorio@gmail.com
2016/11/1

OOP powered drums simulator. Sound dot can be moved by drag, and with Command-key, you can create/erase dot.

```
note[column_]:=Module[{pts={{0.05,0}}},
  get[column]^:=pts[[All,1]];
  locator[column]^:=(
LocatorPane[Dynamic[pts],Dynamic@Graphics[{PointSize[Large],
Point[pts=Sort[Replace[pts,{x_,y_}->{x,0},1],#1[[1]]<#2[[1]]&]]],PlotRange->{{0,5.0},{-0.4,0.5}},
AspectRatio->1/40,ImageSize->{400,10}],{{0,0},{5,0},{0.125,0}},Appearance->None,LocatorAutoCreate->True])
]

objectList={c1,c2,c3,c4};
Map[note,objectList];
Column[{locator[c1],locator[c2],locator[c3],locator[c4]},
Frame->All]

s=Sound[Flatten[
  {Map[SoundNote["BassDrum",{#,#+0.1}]&,get[c1]],
  Map[SoundNote["Snare",{#,#+0.1}]&,get[c2]],
  Map[SoundNote["CrashCymbal",{#,#+0.1}]&,get[c3]],
  Map[SoundNote["MidTom",{#,#+0.1}]&,get[c4]]}]];
EmitSound[{s}]
```