





# GOAL

Make music in javascript that sounds as good as the daw

Result - [Bitrhythm](#)

80%

Demo

Audio Issues ?

*Note all the things you see moving*

# BITRHYTHM KITCHENSINK

## BASE

- Tone.js // Mapped DAW effect chain with Javascript
- Canvas + Code Mirror // Vj with p5 or webgl while audio is playing

## KEY FEATURES

- Music Loop
- Dance Tabs
- State
- Knobs and Guards
- Observers

## CONVENIENCES

- Dials and Pads
- Samples as URLs and Sample Browser
- Alerts
- Bonus 303!

# HARD CODING

- Tracker Notation // Dance Tabs // Music as Data
- No randomness or ML ... stochastic, live, algorithmic coding
- Chiptune / Tracking / Executable Music

```
x000          x000          x000          x000
x[2;^C2;+0.01;_0.1] 0 0 .      *4      x[0.1] 0 x[1] 0      0 0 x[1] 0
- vol, ^pitch, +delay, _pan
// Absolute Pitch, no problem!

// Roma/Gypsy Decimals > Hexadecimals
`0 ~ a ~ 10 ~ 1100
`1 ~ b ~ 11 ~ 1101
...
```

```
// Music Loop
var delta = 60 * 1000 / tempo / lines * 4;
setInterval(function () {
  always();
  text = getText();
  for (pattern, track_no in patterns) {
    isHit = parse(pattern, track_no);
    editMode ? eval(oldText) : eval(text);
    if (runTransition) { // once
      transition();
    }
  }
}, delta)
```

# STATE

Use mem and simple logic to compose notes relative to other notes

```
if (mem["kick_hit_thrice"]) {  
  pn("crash")  
}  
if (bar == 1) {  
  transition();  
}
```

## AUTOMATION AS ARRAY ROTATION AND GUARDS

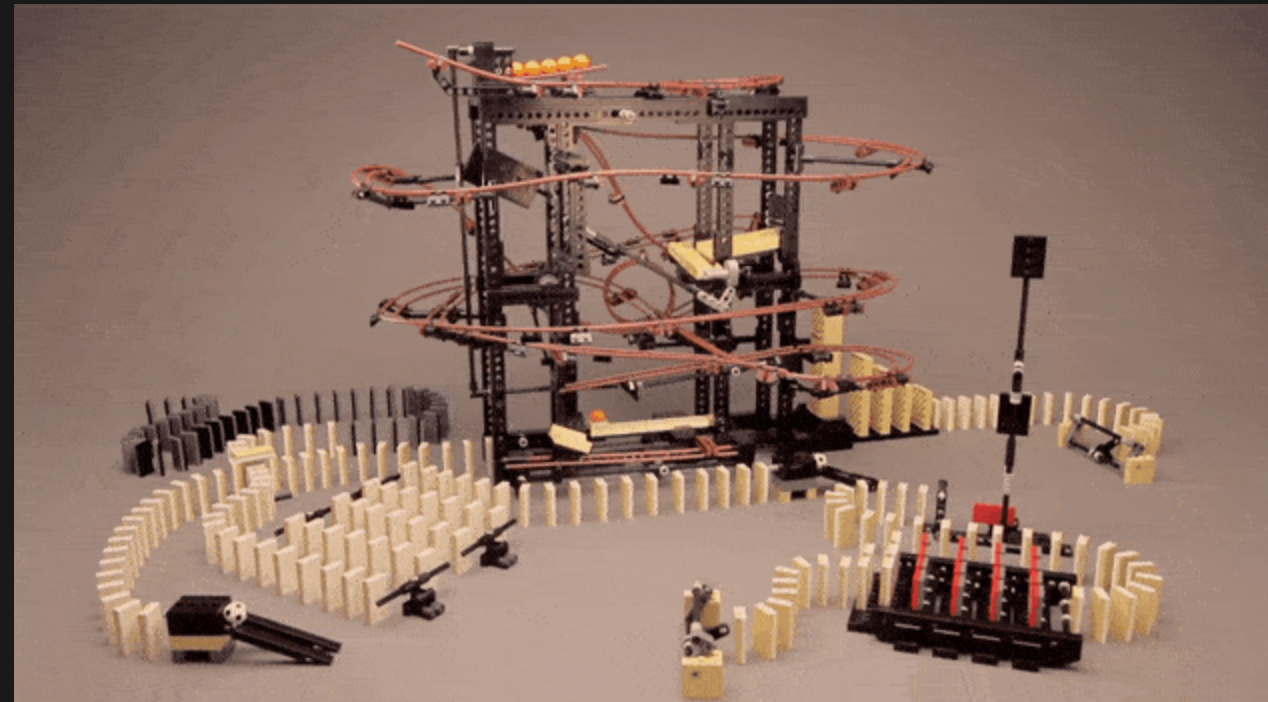
Endless Acid Banger convinced me to model knobs directly

Timers for Swing

```
k1 = knob({  
  ramp : [0.525, 0.8, 0.4, 1,  
  0.25, 0.75, 1, 0.25, 0.1],  
  direction: false,  
  step: 0.01,  
  "number": dials[2]["cell"]  
});  
g = guard([-20,15])  
always = function () { // run tweak transition  
  stab_filter.frequency.value = g(k1.move() * 10);  
}
```

# OBSERVERS + TIMERS

- bang and spigot from pure data
- encapsulate and trigger internal music actions



# CODE IS THE NEW MUSIC SHEET!

Github is the new soundcloud.

Share track as URL for easy remixes and feedback.

- Open Source // Samples are tricky
- Copy Paste
- Chunking
- Prototyping
- Version Control



# LITERATE PROGRAMMING

- Chunk vs file, module, object, class, function
- Transclusion (~ iframe) from Xanadu
- Features as chapters
- Minimal implementation with a dictionary and heredocs *in a single file*

```
_ = {}
_["code chunk"] = """ print("hello world!") """
_["doc chunk"] = """# Hello World \n
^^^
%s
^^^
"""
_["doc chunk"] = _["doc chunk"] % _["code chunk"]
write_file(_["code chunk"], "file.py")
write_file(_["doc chunk"], "docs.md") // spellcheck too!
```

- Journal your code with Todo's, Fixme's, Bookmarks, Bug stories, Inspirations
- Use it as a notebook repository for my coding notes, system administration

Music coders can use lp to share their tracks

Docs

My Music

# LIMITATIONS

Sound design and mastering is better done in DAW

Reverb + Recording is laggy

Gc

# OTHER PROJECTS

[More Apps + Code + Social](#)

[Build your own Data Flow Engine](#)

(inspired by Pure Data)

[Twixter](#)

[Post Issues on Github](#)

**HARD CODING - A NEWSLETTER ON MUSIC + CODE**

[Substack](#)

Support me on [Gumroad](#)