

Package: drumr (via r-universe)

November 1, 2024

Title Turn R into a Drum Machine

Version 0.1.0.9000

Description Includes various functions for playing drum sounds. `beat()` plays a drum sound from one of the six included drum kits. `tempo()` sets spacing between calls to `beat()` in bpm. Together the two functions can be used to create many different drum patterns.

Depends R (>= 3.1.0)

License GPL-3

LazyData true

Imports audio, stringr

RoxygenNote 6.1.1

Encoding UTF-8

Repository <https://jamesmartherus.r-universe.dev>

RemoteUrl <https://github.com/jamesmartherus/drumr>

RemoteRef HEAD

RemoteSha 2b75749221e9a96a0a2a11b2bebb830a87e28a93

Contents

beat	2
tempo	3
Index	4

beat	<i>Play a drum sound</i>
------	--------------------------

Description

beat plays a drum beat.

Usage

```
beat(drum = "snare", kit = "acoustic", expr = NULL)
```

Arguments

drum	<p>character string or number specifying which drum is to be played by specifying one of the built in sounds. The default is "snare". Every kit includes at least four pieces:</p> <ol style="list-style-type: none">1. "kick"2. "snare"3. "hihat"4. "crash" <p>If drum does not match any of the options in this list, a random sound will be played.</p>
kit	<p>character string specifying which kit is to be used. The default is "acoustic." Possible kits are:</p> <ol style="list-style-type: none">1. "acoustic"2. "hiphop"3. "electro"4. "beatbox"5. "world"6. "r2d2" <p>If kit does not match any of the options in this list, a random sound will be played.</p>
expr	<p>An optional expression to be executed before the sound.</p>

Examples

```
# Play a "snare" sound from the "acoustic" kit
beat()
```

```
# Play a bass sound from the hiphop kit.
beat(drum="kick", kit="hiphop")
```

tempo	<i>Set a tempo</i>
-------	--------------------

Description

tempo is a wrapper for Sys.time() that sets a tempo in bpm.

Usage

```
tempo(bpm = 120)
```

Arguments

bpm	A number specifying the tempo in beats per minute. Default is 120.
-----	--

Examples

```
# Set tempo at 60 beats per minute  
tempo(60)
```

Index

beat, [2](#)

tempo, [3](#)