Package: drumr (via r-universe)

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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

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beat	*Play a drum sound*

Description

beat plays a drum beat.

Usage

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

Arguments

drum
: 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:

    1. "kick"
    2. "snare"
    3. "hihat"
    4. "crash"

    If drum does not match any of the options in this list, a random sound will be played.

kit
: character string specifying which kit is to be used. The default is "acoustic." Possible kits are:

    1. "acoustic"
    2. "hiphop"
    3. "electro"
    4. "beatbox"
    5. "world"
    6. "r2d2"

    If kit does not match any of the options in this list, a random sound will be played.

expr
: An optional expression to be executed before the sound.

Examples

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

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

tempo	*Set a tempo*

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)
```

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