

Package ‘drumr’

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Title Turn R into a Drum Machine

Version 0.1.0

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

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beat	<i>Play a drum sound</i>
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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: <ol style="list-style-type: none">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: <ol style="list-style-type: none">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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