Package ‘drumr’

October 3, 2019

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

NeedsCompilation no

Author James Martherus [aut, cre]

Maintainer James Martherus <james@martherus.com>

Repository CRAN

Date/Publication 2019-10-03 06:50:12 UTC

R topics documented:

beat ................................................................. 2

tempo .......................................................... 3

Index 4
**Description**

*beat* plays a drum beat.

**Usage**

```r
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**

```r
# 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**

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

beat, 2

tempo, 3