Cheatography

Sonic Pi Basic Starter Cheat Sheet

by samaaron via cheatography.com/166286/cs/34799/

Simple Melody

```
play 70
sleep 1
play 72
sleep 2
play 75
```

Repetition

```
4.times do
   play 76
    sleep 1
    sample :bd_haus
    sleep 1
end
```

Loops

```
live_loop :sally do
    sample :bd_haus
    sleep 0.5
end
live_loop :kate do
   play 70
    sleep 1
end
```

FX

```
with_fx :reverb, room: 1 do
    sample :guit_em9
end
with_fx :disto rtion do
   play 70
    sleep 1
   play 75
end
```

Synths

`play 60`	Play note 60 with the current synth
`play :e`	Play note E with the current synth
`play :eb`	Play note Eb with the current synth
`play :cs`	Play note C♯ with the current synth
`play :e3`	Play note E at octave 3 with the current synth
`play 60.5`	Play the note halfway between 60 and 61
`play :eb2 + 0.25`	Play the note a quarter of a semitone above Eb octave 2
`play (chord :e3, :minor)`	Play chord E Minor at octave 3
`play [60, :E3, 72]`	Play notes 60, E (octave 3) and 72 as a chord

Samples

`sample :loop_amen`	Play loop amen sample
`sample :loop_amen, rate: -1`	Play loop amen sample backwards
`sample :loop_amen, rate: 0.5`	Play loop amen sample at half speed
`sample :loop_amen, amp: 2`	Play loop amen sample at double volume

Randomisation

`play (scale :c3, :minor).choose`	Play a random note within the C Minor scale in octave 3.
`sample :bd_haus, cutoff: rrand(70, 130)`	Play the bd haus sample with a random cutoff value between 70 and 130

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Randomisation (cont)

`sleep rand(3)`	Sleep for a random amount of time between 0 and 3 beats.

Available Samples

Example Usage

```
sample :loop_industrial, amp: 1.5, rate: 0.5
```

Electric Sounds

:elec_triangle, :elec_snare, :elec_lo_snare, :elec_hi_snare, :elec_mid_snare, :elec_cymbal, :elec_soft_kick, :elec_filt_snare, :elec_fuzz_tom, :elec_chime, :elec_bong, :elec_twang, :elec_wood, :elec_pop, :elec_beep, :elec_blip, :elec_blip2, :elec_ping, :elec_bell, :elec_flip, :elec_tick, :elec_hollow_kick, :elec_twip, :elec_plip, :elec_blup

Guitar

:guit_harmonics, :guit_e_fifths, :guit_e_slide, :guit_em9,

Drums

:drum_heavy_kick :drum_tom_mid_soft, :drum_tom_mid_hard, :drum_tom_lo_soft, :drum_tom_lo_hard, :drum_tom_hi_soft, :drum_tom_hi_hard, :drum_splash_soft, :drum_splash_hard, :drum_snare_soft, :drum_snare_hard, :drum_cymbal_soft, :drum_cymbal_hard, :drum_cymbal_open, :drum_cymbal_closed, :drum_cymbal_pedal, :drum_bass_soft, :drum_bass_hard, :drum_cowbell, :drum_roll

Misc

:misc_burp, :misc_crow, :misc_cineboom

Percussion

:perc_bell, :perc_bell_, :perc_snap, :perc_snap2, :perc_swash, :perc_till, :perc_door, :perc_impact_1, :perc_impact_2, :perc_swoosh

Ambient

:ambi_soft_buzz, :ambi_swoosh, :ambi_drone, :ambi_glass_hum, :ambi_glass_rub, :ambi_haunted_hum, :ambi_piano, :ambi_lunar_land, :ambi_dark_woosh, :ambi_choir, :ambi_sauna

Bass

:bass_hit_c, :bass_hard_c, :bass_thick_c, :bass_trance_c, :bass_drop_c, :bass_woodsy_c, :bass_voxy_c, :bass_voxy_hit_c, :bass_dnb_f

Available Samples (cont)

Bass Drums

:bd_pure, :bd_808, :bd_zum, :bd_gas, :bd_sone, :bd_haus, :bd_zome, :bd_boom, :bd_klub, :bd_fat, :bd_tek, :bd_ada, :bd_mehackit

Loops

:loop_industrial, :loop_compus, :loop_amen, :loop_amen_full, :loop_garzul, :loop_mika, :loop_breakbeat, :loop_safari, :loop_tabla, :loop_3dprinter, :loop_drone_g_97, :loop_electric, :loop_mehackit_1, :loop_mehackit_2, :loop_perc_1, :loop_perc_2, :loop_weirdo

Snares

:sn_dub, :sn_dolf, :sn_zome, :sn_generic

Tabla

:tabla_tas1, :tabla_tas2, :tabla_tas3, :tabla_ke1, :tabla_ke2, :tabla_ke3, :tabla_na, :tabla_na_o, :tabla_tun1, :tabla_tun2, :tabla_tun3, :tabla_te1, :tabla_te2, :tabla_te_ne, :tabla_te_m, :tabla_ghe1, :tabla_ghe2, :tabla_ghe3, :tabla_ghe4, :tabla_ghe5, :tabla_ghe6, :tabla_ghe7, :tabla_ghe8, :tabla_dhec, :tabla_na_s, :tabla_re

Vinyl

:vinyl_backspin, :vinyl_rewind, :vinyl_scratch, :vinyl_hiss

Glitch

:glitch_bass_g, :glitch_perc_1, :glitch_perc_2, :glitch_perc_3, :glitch_perc_4, :glitch_perc_5, :glitch_robot_1, :glitch_robot_2

Mehackit

:mehackit_phone_1, :mehackit_phone_2, :mehackit_phone_3, :mehackit_phone_4, :mehackit_robot_1, :mehackit_robot_2, :mehackit_robot_3, :mehackit_robot_4, :mehackit_robot_5, :mehackit_robot_6, :mehackit_robot_7

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