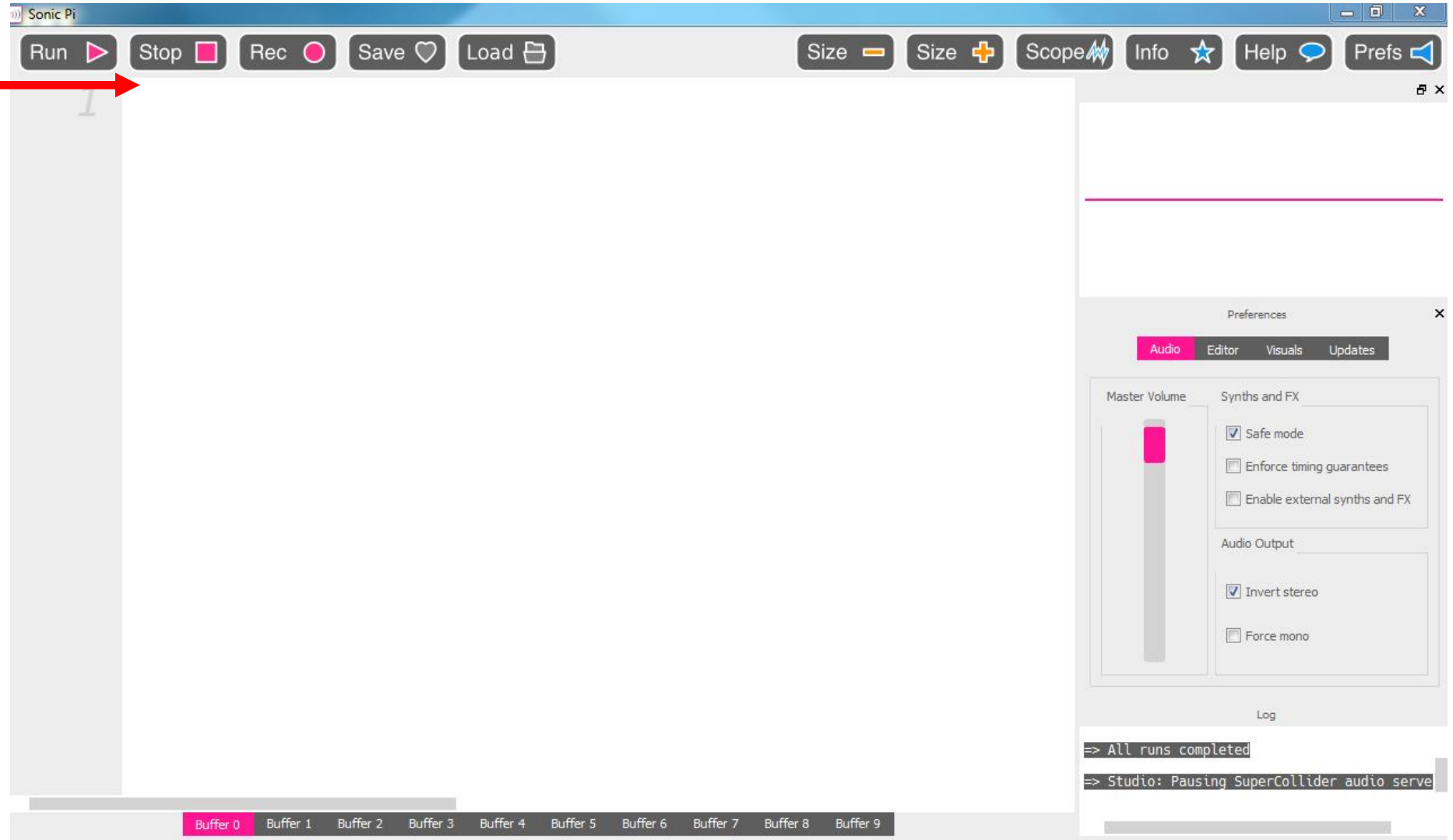


When you start Sonic Pi you will see the following screen.

Start typing here



Write a Song

To start writing a song you only need to know 2 commands

Play

Sleep

There are a lot of other commands but this will get you started

```
Run ▶ Stop ■ Rec ● Save ♥ Load 📁
1 play 60
2 play 61
3 play 62
4 play 63
5 play 64
6 play 65
```

Copy this code, then press  , it doesn't sound right does it.

All the notes are playing at once

We need to put some spaces between the notes

Click at the end of the first line and press enter then type

```
2 sleep 0.5
```

Do this after every line

```
Run ▶ Stop ■ Rec ● Save ♥ Load 📁
1 play 60
2
3 play 61
4 play 62
5 play 63
6 play 64
7 play 65
```

```
Run ▶ Stop ■ Rec ● Save ♥ Load 📁
1 play 60
2 sleep 0.5
3 play 61
4 sleep 0.5
5 play 62
6 sleep 0.5
7 play 63
8 sleep 0.5
9 play 64
10 sleep 0.5
11 play 65
```

The final code will look like this

You can copy and paste if you know how to.

Now Click on



The note you hear is a basic Bleep, we can change that sound if you want to.

Type this command to get another sound

The screenshot shows the Sonic Pi IDE interface. At the top, there is a toolbar with buttons for Run, Stop, Rec, Save, Load, Size, Scope, Info, Help, and Prefs. Below the toolbar is a code editor with the following code:

```
1 use_synth: fm
2 play 60
3 sleep 0.5
4 play 61
5 sleep 0.5
6 play 62
7 sleep 0.5
8 play 63
9 sleep 0.5
10 play 64
11 sleep 0.5
12 play 65
```

Below the code editor is a buffer bar with buttons for Buffer 0 through Buffer 9. To the right of the code editor is a Preferences panel with tabs for Audio, Editor, Visuals, and Updates. The Audio tab is selected, showing a Master Volume slider and Synths and FX options:

- Safe mode
- Enforce timing guarantees
- Enable external synths and FX

Below the Preferences panel is a Log window showing the following messages:

```
=> All runs completed
=> Studio: Pausing SuperCollider audio server
```

Use the help here to get the names of some more sounds.

The screenshot shows the Sonic Pi help documentation. The left sidebar contains a table of contents with the following items:

- 2.2 Synth Options
- 2.3 Switching Synths
- 2.4 Duration with Envelopes
- 3 Samples
 - 3.1 Triggering Samples
 - 3.2 Sample Parameters
 - 3.3 Stretching Samples

The main content area shows the 'Switching Synths' section, which is highlighted in pink. The text reads:

Switching Synths

So far we've had quite a lot of fun making beeps. However, you're probably starting to get bored of the basic beep noise. Is that all Sonic Pi has to offer? Surely there's more to live coding than just playing beeps? Yes there is, and in this section we'll explore the exciting range of sounds that Sonic Pi has to offer.

Synths

Sonic Pi has a range of instruments it calls synths which is *short for synthesisers*. Whereas samples represent pre-recorded sounds, synths are capable of generating new sounds depending on how you control them (which we'll explore later in this tutorial). Sonic Pi's synths are very powerful and expressive and you'll

At the bottom of the help panel, there is a navigation bar with buttons for Tutorial, Examples, Synths, Fx, and Samples. The Tutorial button is selected.