

You can copy and paste the code into EarSketch.

### 2.11a.1 EarSketch Interface, Measures, Time

```
guitar = HIPHOP_DUSTYGUITAR_001  
drums = HIPHOP_DUSTYGROOVE_012  
piano = HIPHOP_DUSTYPIANOLEAD_001
```

```
fitMedia(guitar, 1, 1, 5)  
fitMedia(drums, 2, 1, 5)  
fitMedia(piano, 3, 1, 5)
```

### 2.11a.2 Debugging and Sharing

Slide 2 Example 1 missing argument

```
var guitar = HIPHOP_DUSTYGUITAR_001;  
var drums = HIPHOP_DUSTYGROOVE_001;  
var piano = HIPHOP_DUSTYPIANOLEAD_001;
```

```
fitMedia(guitar, 1, 1, 5);  
fitMedia(drums, 2, 5);  
fitMedia(piano, 3, 1, 5);
```

Slide 4 Example 2 two sounds on the same track.

```
var guitar = HIPHOP_DUSTYGUITAR_001;  
var drums = HIPHOP_DUSTYGROOVE_001;  
var piano = HIPHOP_DUSTYPIANOLEAD_001;
```

```
fitMedia(guitar, 1, 1, 5);  
fitMedia(drums, 1, 1, 5);  
fitMedia(piano, 3, 1, 5);
```

Slide 5 Example 3 syntax error

```
var guitar = HIPHOP_DUSTYGUITAR_001;  
var drums = HIPHOP_DUSTYGROOVE_001;  
var piano = HIPHOP_DUSTYPIANOLEAD_001;
```

```
fitMedia(guitar, 1, 1, 5);  
fitMedia(drums, 2, 1 5);  
fitMedia(piano, 3, 1, 5);
```

Slide 8 commenting the code

```
// name: Scooby Doo
// song title: Summer Breeze
// description: This song is happy because I am celebrating summer time
setTempo(120);
```

```
// I chose these instruments because they are my favorite
var guitar = HIPHOP_DUSTYGUITAR_001;
var drums = HIPHOP_DUSTYGROOVE_001;
var piano = HIPHOP_DUSTYPIANOLEAD_001;
```

```
fitMedia(guitar, 1, 1, 5);
fitMedia(drums, 2, 1, 5);
fitMedia(piano, 3, 1, 5);
```

### 2.11b.1 setEffect

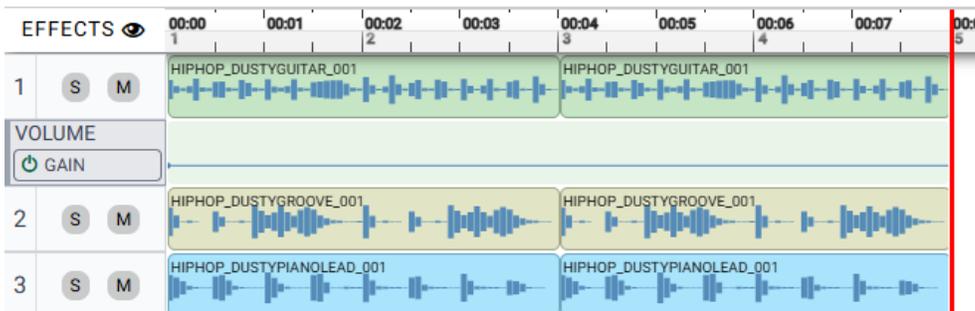
```
// name: Scooby Doo
// song title: Summer Breeze
// description: This song is happy because I am celebrating summer time
setTempo(120);
```

```
// I chose these instruments because they are my favorite
var guitar = HIPHOP_DUSTYGUITAR_001;
var drums = HIPHOP_DUSTYGROOVE_001;
var piano = HIPHOP_DUSTYPIANOLEAD_001;
```

```
fitMedia(guitar, 1, 1, 5);
fitMedia(drums, 2, 1, 5);
fitMedia(piano, 3, 1, 5);
```

```
//33.1: Using Effects in EarSketch curriculum
//-60 to 12
```

```
//setEffect(track, type, parameter, Value)
setEffect(1, VOLUME, GAIN, -40)
```



setEffect applied to all the tracks

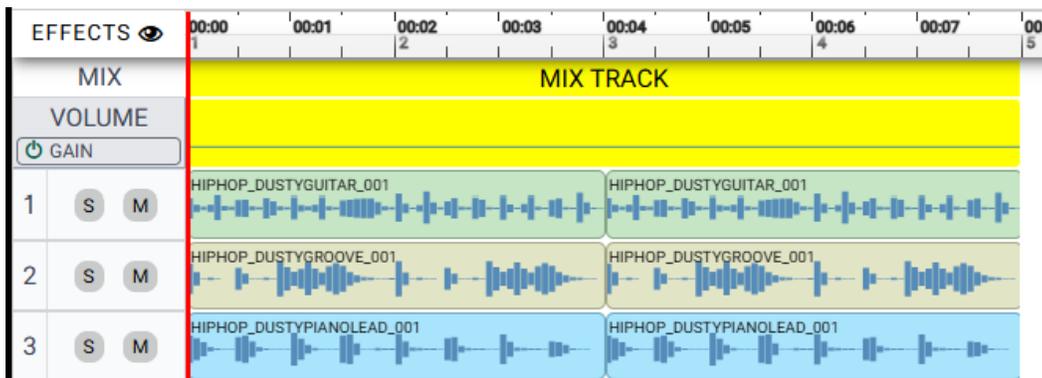
```
// name: Scooby Doo  
// song title: Summer Breeze  
// description: This song is happy because I am celebrating summer time  
setTempo(120);
```

```
// I chose these instruments because they are my favorite  
var guitar = HIPHOP_DUSTYGUITAR_001;  
var drums = HIPHOP_DUSTYGROOVE_001;  
var piano = HIPHOP_DUSTYPIANOLEAD_001;
```

```
fitMedia(guitar, 1, 1, 5);  
fitMedia(drums, 2, 1, 5);  
fitMedia(piano, 3, 1, 5);
```

```
//33.1: Using Effects in EarSketch curriculum  
//-60 to 12
```

```
//setEffect(track, type, parameter, Value)  
setEffect(0, VOLUME, GAIN, -40)
```



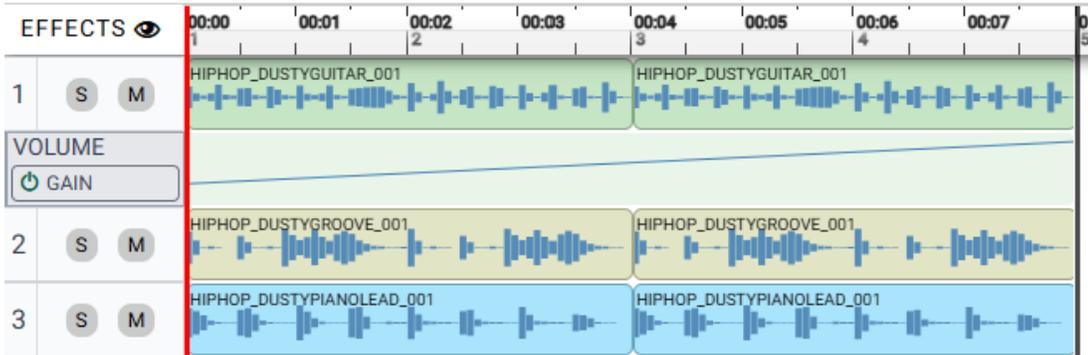
## 2.11b.2 Fade

```
// name: Scooby Doo  
// song title: Summer Breeze  
// description: This song is happy because I am celebrating summer time  
setTempo(120);
```

```
// I chose these instruments because they are my favorite  
var guitar = HIPHOP_DUSTYGUITAR_001;  
var drums = HIPHOP_DUSTYGROOVE_001;  
var piano = HIPHOP_DUSTYPIANOLEAD_001;
```

```
fitMedia(guitar, 1, 1, 5);  
fitMedia(drums, 2, 1, 5);  
fitMedia(piano, 3, 1, 5);
```

```
setEffect(1, VOLUME, GAIN, -40, 1, 12, 5)
```



The above example shows the volume of the guitar starting at -40 at measure 1 and increases volume to 12 by the time the track plays to measure 5.