Songlib: chord

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The chord family of functions plays multiple notes at the same time. The family follows the $n/r/d$ convention and also has alternatives where notes are passed in an array rather than variadically.

```c
void chord(double duration, int instrument,
            int baseOctave, int basePitch, ..., (int) 0);

void nchord(double duration, int instrument,
             int baseNumberedNote, ..., (int) 0);

void rchord(double duration, RRA *r, ..., (int) 0);

void dchord(double duration, int *data, int length, ..., (int) 0);

void achord(double duration, int instrument,
            int baseOctave, int basePitch, int *offsets, int length);

void nachord(double duration, int instrument,
              int baseNumberedNote, int *offsets, int length);
```

For `chord` and `nchord`, the variadic part is a list of offsets from the numbered base note and is terminated by a zero. For `rchord`, the variadic part is additional RRA objects to play simultaneously. For `dchord`, the variadic part is additional data/length pairs.

The `achord` function takes a base octave/pitch pair and an array of offsets. The `nachord` function takes a numbered note as the base and an array of offsets. The offset arrays have length `length`.

As an example, the following line plays a three-note chord:

```c
chord(4, guitar, 3, C, 3, 5, 7, (int) 0);
```

The notes played are C, F (which is C + 5 semitones), and G (which is C + 7 semitones). The following calls are equivalent:

```c
nChord(4, guitar, C3, 5, 7, (int) 0);
rchord(4, getNumberedNote(C3), getNumberedNote(F3), getNumberedNote(G3), (int) 0);
```

The separation between the starts of the notes in the chord is controlled by the `controlFunctions?` setting.

**Other simple chord functions**

Certain semitone delta combinations are so common, `songlib` has shortcut functions. In the following pairs of calls, the two calls in the pair are equivalent:
chord(H, inst, octave, C, +4, +7, (int) 0);
maj(H, inst, octave, C);

chord(H, inst, octave, D, +3, +7, (int) 0);
min(H, inst, octave, D);

chord(H, inst, octave, E, +3, +6, (int) 0);
dim(H, inst, octave, E);

chord(H, inst, octave, F, +4, +8, (int) 0);
aug(H, inst, octave, F);

See also: play, bend, trill, draw?, silence?, stride?