

Package ‘drumr’

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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

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beat	<i>Play a drum sound</i>
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Description

beat plays a drum beat.

Usage

```
beat(drum = "snare", kit = "acoustic", expr = NULL)
```

Arguments

drum	<p>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:</p> <ol style="list-style-type: none">1. "kick"2. "snare"3. "hihat"4. "crash" <p>If drum does not match any of the options in this list, a random sound will be played.</p>
kit	<p>character string specifying which kit is to be used. The default is "acoustic." Possible kits are:</p> <ol style="list-style-type: none">1. "acoustic"2. "hiphop"3. "electro"4. "beatbox"5. "world"6. "r2d2" <p>If kit does not match any of the options in this list, a random sound will be played.</p>
expr	<p>An optional expression to be executed before the sound.</p>

Examples

```
# Play a "snare" sound from the "acoustic" kit
beat()
```

```
# Play a bass sound from the hiphop kit.
beat(drum="kick", kit="hiphop")
```

tempo	<i>Set a tempo</i>
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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.
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Examples

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

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