SEQ

A construct for sequential behavior

1

SEQ

- How do we make a sequence of sounds:
  `seq(osc(c4), osc(d4))`
- Semantics:
  - Evaluate osc(c4) at default time (t=0)
  - Resulting sound has *logical stop time* of 1.0
  - Evaluate osc(d4) at start time t=1.0
  - Return the sum of the results

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Counterexample

- You MUST use `seq` with behavior expressions, not sound values:

```
set x = osc(c4)  ; compute sounds
 set y = osc(d4) ;
 play seq(x, y)  ; WRONG!!

 function x() return osc(c4) ; define
 function y() return osc(d4) ;  behaviors
 play seq(x(), y())  ; RIGHT!!
```

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