

Primer código



```
import ddf.minim.*;
Minim minim;
AudioPlayer player;
int spacing = 16;
int border = spacing*2;
int amplification = 3;
int y = spacing;float ySteps;

void setup() {
size(800, 800);
background(255);
strokeWeight(1);
stroke(0);
noFill();

minim = new Minim(this);
player = minim.loadFile("D:/Silent Hill 2 Original Soundtrack/06 - Promise
(Reprise).mp3");
player.play();
}

void draw() {
int screenSize = int((width-2*border)*(height-1.5*border)/spacing);
int x = int(map(player.position(), 0, player.length(), 0, screenSize));
ySteps = x/(width-2*border); // calculate amount of lines
x -= (width-2*border)*ySteps; // set new x position for each line
float frequency = player.mix.get(int(x))*spacing*amplification;
ellipse(x+border, y*ySteps+border, frequency, frequency);
}

void stop() {
player.close();
minim.stop();
super.stop();
}
```

