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// Real time audio analysis using system microphone, using fourier transform
and beat detection.
// More about audio visualization:
// https://github.com/therewasaguy/p5-music-viz
// Fourier transform explained: https://www.youtube.com/watch?v=spUNpyF58BY

// use audio as a parameter in hydra.
shape(5, () => a.fft[0]).out()

// The number in brackets [0] corresponds to which frequency band to use. 0
corresponds to low frequency and higher numbers
// correspond to higher frequency bands.
shape(5, () => a.fft[2]).out()

shape(5, () => 0.5 + a.fft[0])
  .scale(0.5, ()=> 0.5 + a.fft[2])
  .out()

// change number of repetitions if fft above 0.4, otherwise repeat once
shape(5)
  .repeat(
    () => {
      if(a.fft[0] > 0.4) return 5
      return 1
    },
    1
  )
  .out()

// change cutoff for sound detection
a.setCutoff(6)

// changing the cutoff value changes the minimum value detected.
a.setCutoff(2)

//m0h4n hack

//.color(()=>a.fft[1], ()=>a.fft[1], ()=>a.fft[0])

```