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Arduino melodies (DONE)

Monday, 25 November 2013

How to use these melodies?

FYI: this blog was created for participants of the crash course "Learn Arduino in 2 Hours" at Singapore Poly. The "Christmas Shield" used is this:



After programming the Arduino UNO in the course, the lights on the Christmas tree will be toggled at random and melodies will be played. You can change the tempo (using the variable resistor), as well as skip to the next melody (using the button).

- * You don't need the Shield to use the melodies. All you need is an Arduino UNO and a piezo buzzer.
- * An 8-ohm, 0.5W speaker can produce even nicer melodies, compared to a piezo buzzer.

To use the melodies posted here, follow the instruction given below:

- 1. Connect a piezo buzzer to pin 8 of an Arduino UNO.
- 2. Connect the UNO to your notebook.
- 3. In Arduino IDE, open the example sketch: File à Examples à 02. Digital à toneMelody.
- 4. Note the 2 tabs: toneMelody tab and pitches.h tab.
- 5. Modify the pitches.h tab this way:
- 5a. Click Edit -> Find and replace all occurrences of NOTE_ with N.

(Reason: it is easier to type NC4 than NOTE_C4, when you are composing your song.) $\,$

- 6. Modify the toneMelody tab this way:
- 6a. Copy any melody [] from this blog to replace that in the tone Melody sketch:

int melody[] = {

6b. Copy the associated note Durations [] to replace that in the tone Melody sketch:

 $int noteDurations[] = {$

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Sketch to blink the Christmas tree lights (LEDs) a...

How to use these melodies?

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6c. Modify the "for loop" to play until the last note. For instance if you see 64 notes for a melody, change the loop to

for (int thisNote = 0; thisNote < 64; thisNote++) { ...

7. You can now upload the sketch and the melody will be played on the buzzer.

Waesh Khuerustom 21 November 2014 at 13:17

 $\mbox{*}$ If you have created some nice melodies, email to $\mbox{spchong@sp.edu.sg}$ and I will post it here for other Arduino melody lovers to enjoy.

Posted by S.P.Chong at 22:06			
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