Welcome to Mission Mars

Sound Module – Part 1/3

MODULE 5

mBlock 5 offers two sound libraries:

- **An in-built Sound Library of some pre-decided sounds .**
- **My Library. This is a library of sounds, music's & recordings which we create as per the needs of the project we are doing.**

In part 1, we shall learn about the in-built library of mBlock.

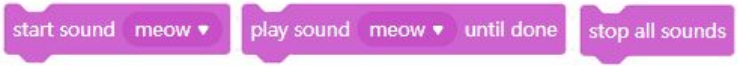
In part 2, we shall learn the making of My Libraries for sprites, backgrounds & sounds.

In part 3, we shall do a project to consolidate the learning.

Sound is controlled by the Sound block.
They are magenta coloured.

Sound block offers nine block statements.

- We shall initially concentrate on the following three:



- The remining will be learnt in projects as we journey ahead.

Project 01. Playing the default Sound.

" When sprite is clicked, it moves 100 steps, says Welcome to The World of Cats, Turns 15 degree & plays the default sound Meow"

First try doing this yourself.

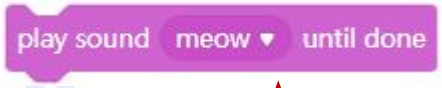
Note:

- **The first four blocks are what we have learnt so far.**
- **Last line has added a simple sound block.**

Project 02. Adding a Sound to the dropdown from the Sound Library.

" When the default sprite is clicked, it moves 100 steps, says Welcome to my Poultry Farm, Plays the sound of a Rooster.

Unlike Meow, sound of a Rooster does not exist in any of the block statements.



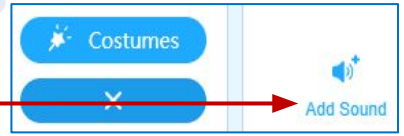
It needs to be added into the sound dropdown.

To add sound to the dropdown, click Sounds.

This screen will appear.

In this screen:

- To add sound, click on “Add Sound”.
- X is used to exit sound library.

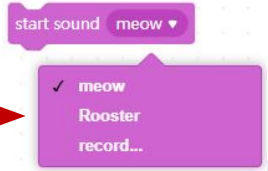


On clicking Add Sound, sound library opens.

Search & select the sound of Rooster & Click ok.

It gets added on this screen as shown.

It also gets added in the dropdown.



We can add any number of sounds in the dropdown.

To use, drag & drop 

into script area.

In dropdown, select Rooster.
Above statement gets converted to:

This can now be used in your code.

To consolidate, add two sounds in the dropdown

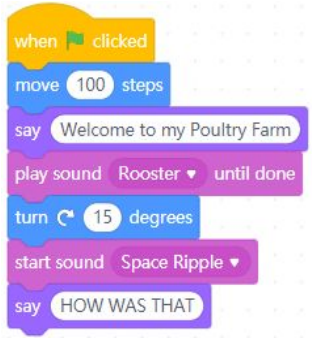
Project 03. Adding Multiple Sounds. ***"When green flag clicked, say Welcome to my Poultry Farm, Play sound of a Rooster. Turn 15 degree, play sound Space Ripple, say HOW WAS THAT"***

The code is simple. Try it yourself.

Now when you run the code, do you observe any problem?

When the code is run, you will observe that both the sounds are overlapped.

It is similar to the problem of voice bubble.
To solve, use the play until done block.



This pauses the first sound
enabling it to be played out & heard.

Alternately use wait 1 sec block below it.

Project 04. Creating effects in added Sounds.

“ Take sounds of project 18. Manipulate & see the effects you can create with that sound. Select & save any one effect for each”

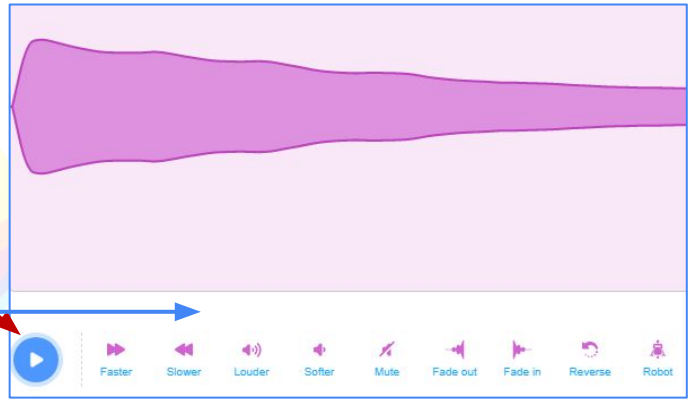
To create effects, select the sound in sound bar of library.

Its sound graph opens:

Play original sound
by clicking this icon:

Nine effect options
appear on its right.

Go over these options one
by one & observe the effect.



Use Save icon to save the sound of effect you would like to use.

Project 05. Creating Music using Audio Clips in the library.

“Using multiple audio clips of mBlock sound Library, create a new music clip with provision to stop when desired”

Give a thought on how this could be done?

Any Guesses?

A possible code is as shown:
It involves imagination in:

- Selection of a good backdrop, sprites & three matching sound clips.
- Putting them together to create basic effect.
- Putting in forever block to give continuity to the created music

Note: This code is to stop the music. If this is not done, it will keep playing for ever.

Now Code & try it yourself.

Code Karega India Badhega