Local Skills - HelloWorldpart2_PlayAudio

In part 2 of our *Local Skills - Hello World* tutorial series, we'll get the list of audio files stored on Misty, and play one at random.

HelloWorldpart2_PlayAudio.json

```
{
        "Name": "HelloWorldpart2_PlayAudio",
        "UniqueId": "a3190228-c92d-40ec-8014-32dbbae84f74",
        "Description": "Local 'Hello, World!' tutorial series, part 2.",
        "StartupRules": [ "Manual", "Robot" ],
        "Language": "javascript",
        "BroadcastMode": "verbose",
        "TimeoutInSeconds": 300,
        "CleanupOnCancel": false,
        "WriteToLog": false
}
```

HelloWorldpart2_PlayAudio.js

We start by creating a debug message so we're notified when the skill has started. Then let's call the `GetListOfAudioClips()` method to fetch the list of audio files currently stored on the robot.

```
misty.GetListOfAudioClips();
```

Each "get" command's callback is automatically set to be `_<COMMAND>`. Once the data has been retrieved, the callback will run.

```
function _GetListOfAudioClips(data) {
}
```

We should check if the data has been received successfully with an "if..." statement. The array of audio file data will be located in the callback response under `Result`. Let's save this to a variable: `audioArr`. Then, we use the JavaScript methods `Math.random()` and `Math.floor()` to generate a random whole number between 0 and the length of the audio list:

```
if(data) {
        let audioArr = data.Result;
        let randNum = Math.floor(Math.random() * audioArr.length);
}
```

Use the random number to pick a file at random from the list and assign the name of that file to a variable. To see the name of the file that was chosen use `misty.Debug()` and pass in the variable (use `JSON.stringify` to convert the value to a string so it can be sent along with the debug message).

```
let randSound = audioArr[randNum].Name;
misty.Debug(randSound);
```

Finally, we can then call another Misty command, `PlayAudioClip()`, and pass in the random file name in order to play the audio clip.

```
misty.PlayAudioClip(randSound);
```

Note: All of this logic needs to be contained within `_GetListOfAudioClips` to ensure that it does not run until the audio list has been populated. See the complete skill file below.

```
// Debug message to indicate the skill has started
misty.Debug("starting skill helloworld part2");

// Issue request to fetch list of audio clips
misty.GetListOfAudioClips();

// Callback for "get" request
function _GetListOfAudioClips(data) {
    // Check if data was received
    if (data) {
            // Capture the array of files
            let audioArr = data.Result;

            // Generate a random number and use it to choose a filename at
            // random from the list, log the name of the file
        let randNum = Math.floor(Math.random() * audioArr.length);
        let randSound = audioArr[randNum].Name;
            misty.Debug(JSON.stringify(randSound));
```

```
            // Send command to play the audio clip
            misty.PlayAudioClip(randSound);
    }
}
```