

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

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

We should check if the data has been received successfully (e.g. is not empty or null) 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 from 0 and one less than 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 audio file name saved in the `randSound` variable below.

```

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(randSound);
    }
}

```

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


