VBugs Worksheet 4

Name: _____

Year Level: _____ **SOLUTIONS** _____

Answers to Part 1

Exercise 1: *Loading the sound effect*

1. Load "hit20.wav" file into your program. Use NewSound() function. Write the code you used to achieve this in the area below:

```
Answer:

 …

   Private Sub LoadSounds()

   NewSound("hit", "hit20.wav")

   End Sub
 …
```

Exercise 2: *Playing sound effect*

1. Play sound effect each time bug hits the wall. Write the code which enables you to create the sprite in the area below(only for one wall in the worksheet, but for all of them in the game):

```
Answer:
   …

   'collision with the right edge of the screen
   If bug.X + bug.Width >= Core.ScreenWidth Then
       bug.Movement.X = -0.5

       Audio.PlaySoundEffect(GameSound("hit"))
   End If
   …
```

Answers to Part 2

Exercise 1: *Using different versions of PlaySoundEffect*

1. Use Audio.PlaySoundEffect(GameSound("soundname"), NoOfLoops). Use this function with "hit20.wav" sound effect, which you previously loaded, before the start of the Game Loop. Write the code that enables you to do this in the area below:

```
Answer:

   …

      'Load Resources
       LoadResources()

       Audio.PlaySoundEffect(GameSound("hit"), 3)
       'Game Loop
   …
```

2. Use Audio.PlaySoundEffect(GameSound("sooundname"), NoOfLoops, Volume). Use ths function with "hit20.wav" before the start of the Game Loop. Write the code that enables you to do this in the area below:

```
Answer:
  …

     'Load Resources
      LoadResources()

      Audio.PlaySoundEffect(GameSound("hit"), 10, 5)
     'Game Loop
   …
```

Answers to Part 3

Exercise 1: *Playing music*

1. Play a music track which is infinitely repeated. To do so, load lion.mp3 into your program, and use Audo.PlayMusic(GameMusic("trackname"), -1) where -1 is indicator of looping to infinity.

```
Answer:
…

    'Load Resources
     LoadResources()

     Audio.PlayMusic(GameMusic("lion"), -1)
    'Game Loop
…
```

Answers to Part 4

Exercise 1: *Handling user input.*

1. Allow to start and stop music in your program when typing the "m" key. Write the code that enables you to do this in the area below:

```
Answer:

…

    'Game Loop
     Do

     If Input.WasKeyTyped(SwinGame.Keys.VK_M) Then
            If Audio.IsMusicPlaying() = True Then
                    Audio.StopMusic()
            Else
                    Audio.PlayMusic(GameMusic("lion"), -1)
            End If
     End If

    'Refreshes the Screen and Processes Input Events
…
```

Answers to Part 5

Exercise 1: *Changing the volume*

1. Write the code that allows you to change the volume up when UP key was pressed and down when DOWN key was pressed. Write the code that enables you to do this in the area below:

```
Answer:

…

    'Game Loop
     Do


     If Input.IsKeyPressed(SwinGame.Keys.VK_UP) Then
            Audio.SetMusicVolume(Audio.MusicVolume + 0.01F)
     End If

     If Input.IsKeyPressed(SwinGame.Keys.VK_DOWN) Then
            Audio.SetMusicVolume(Audio.MusicVolume – 0.01F)
     End If

    'Refreshes the Screen and Processes Input Events

…
```