VBugs Chapter 4 Worksheet

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| **Name:** |
| **Home Room:**  *Solutions* |

Exercise 1: *Loading the sound effect*

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

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| Answer:  NewSound(“hit”, “hit.wav”)  …  Private Sub LoadSounds()      End Sub  … |

Exercise 2: *Playing sound effect*

Play sound effect each time bug hits the wall. Use Audio.PlaySoundEffect(GameSound("soundName"))

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| Answer:  Audio.PlaySoundEffect(GameSound("hit"))  …  'collision with the right edge of the screen  If the bug hits the top wall (obviously this bit is just psuedocode)      End If  … |

\*You will need to add this line in four places for the four different walls.

Exercise 3: *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:

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| Answer:  Audio.PlaySoundEffect(GameSound("hit"), 3)  …  'Load Resources  LoadResources()    'Game Loop  … |

1. Use Audio.PlaySoundEffect(GameSound(“soundname”), 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:

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| Answer:  Audio.PlaySoundEffect(GameSound("hit"), 10, 5)  …  'Load Resources  LoadResources()      'Game Loop  … |

Exercise 4: *Playing music*

1. We want to play a music track which is infinitely repeated. To do so, load “lion.mp3” into your program (Resources – Sounds then add it to GameResources.vb). Instead of using “NewSound()” in GameResources.vb use “NewMusic()” in the LoadMusic() sub.

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| Answer:  NewMusic("lion", "lion.mp3")  …  Private Sub LoadMusic()      End Sub    'Game Loop  … |

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.

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| Answer:  Audio.PlayMusic(GameMusic("lion"), -1)  )  …  'Load Resources  LoadResources()      'Game Loop  … |

1. We finally need to tell the program to stop playing the music when the program is closed, add Music.Stop()after Audio.CloseAudio() at the end of the program.

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| Answer:  Music.Stop()  )  …  Audio.CloseAudio()      'Game Loop  … |

Exercise 5: *Handling user input.*

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:

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| Answer:  …  'Game Loop  Do                          'Refreshes the Screen and Processes Input Events  … |

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

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Exercise 6: *Changing the volume*

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

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| Answer:  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  .  …  'Game Loop  Do                'Refreshes the Screen and Processes Input Events  … |