## **Sound Machine: Sound Sampler**





Create a new sprite and make it resemble the sound you will be making.

In the sounds tab, create a new recording or import a sound:



When the sprite is clicked, broadcast the same name as your sprite:



Now we need to play the sound when it receives the broadcast:



Finally, make the sprite change in appearance when the sound is played:

```
when I receive cat ▼

play sound cat ▼

set size to 110 %

wait 0.1 secs

set size to 100 %
```