**Playing with Sounds**

A sound object can be useful for adding sound effects to your program. The object is created by reading a sound file of type .wav (i.e. not compressed as in MP3 format etc.).

To start with, import the mixer class in pygame to manipulate our sound. This goes a the top of our code:

import pygame

import pygame.mixer

Next you must call the mixer’s init() method. This initializes the mixer for us to use. You can put this somewhere near the top, below the import statements:

pygame.mixer.init()

In the mixer module is a Sound class. Use this to create a sound object with the wav file:

sound = pygame.mixer.Sound(“blah.wav”)

Note that you will need to replace “blah.wav” with your own sound file name. There is a sound file in the “Sound Files” folder of this unit. Download it and place it in the same directory as your python source file (your program). Also note that I called my object “sound” but you can call it anything particular to your program:

beep = pygame.mixer.Sound(“blah1.wav”)

crash = pygame.mixer.Sound(“blah2.wav”)

laser = pygame.mixer.Sound(“blah3.wav”) # please do not call your file “blah”

To play the sound object, you just write:

sound.play()

The sound object can perform several functions. They are:

play()

stop()

fadeout() parameter: time in millisec.

set\_volume() parameter: loudness from 0.0 to 1.0

**Exercise**: Play with the above functions to make sure you know how to get them to work.