26th October 2016

Sound:

Have to include the sound library in the libraries folder when launching the python server (also make the necessary edits to src navigation in the index.html file)

Launch a server and add the sound file to an assets folder

var mySound;

function preload(){

  mySound = loadSound(‘assets/sound.mp3’);

}

function setup(){

//runs once. Putting it in draw would make it run once every frame so it becomes unhearable

  mySound.playMode(“restart”);

  mySound.loop(true);

// the command above rewrites the whole logic control below and just stops and starts // the sound file on command

  mySound.play();

}

function draw(){

}

function mousePressed(){

// alternatively, to use it in a function, you could pause/stop it after it plays once

// can also combine with logic control to prevent overlap

  if(mySound.isPlaying()){

     mySound.pause();

  } else {

     mySound.play();

  }

}

// it could be interesting to control count/mode when song ends