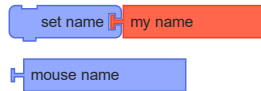


3.8 Ensemble

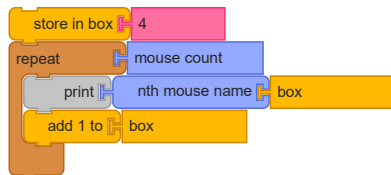
Much of music involves multiple instruments (voices or “mice” in Music Blocks) playing together. There are a number of special blocks that can be used to coordinate the actions of an ensemble of mice.

This section will guide about different ensemble blocks, which communicate the status of mice by name, including notes played, current pen color, pitch number, etc.

To use the ensemble blocks, you must assign a name to each mouse, as we will reference each mouse by its name.



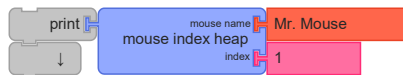
Use the *Mouse count* block in combination with the *Nth mouse name* block to iterate through all of the mice.



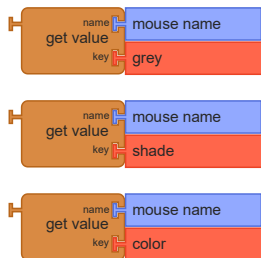
The *Mouse sync* block aligns the beat count between mice.



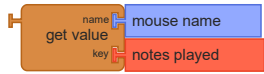
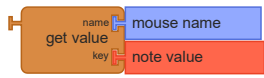
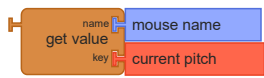
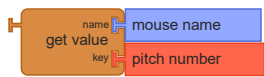
The *Mouse index heap* block returns a value in the heap at a specified location for a specified mouse.



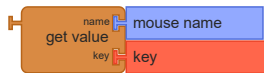
You can use the dictionary entries to data between mice. The *Get value* block lets you specify a mouse name and the value you want to access. For example, you can access a mouse’s pen attributes, such as color, shade, and grey values.



You can also access the mouse’s graphics attributes, such as x, y, and heading. You can also set attributes of a mouse using the *Set value* block. In the example, a mouse’s heading is set to 90.



The dictionary can be used to share other things too. Just set a *key/value* pair with one mouse and access it from another.



Other Ensemble blocks include:

The *Found mouse* block will return true if the specified mouse can be found.



The *Set mouse* block sends a stack of blocks to be run by the specified mouse.

