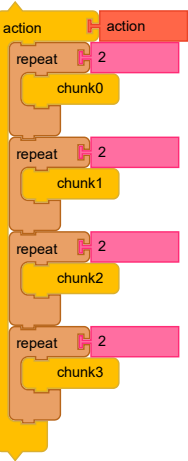
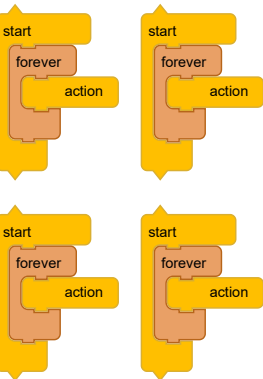


3.5 Voices

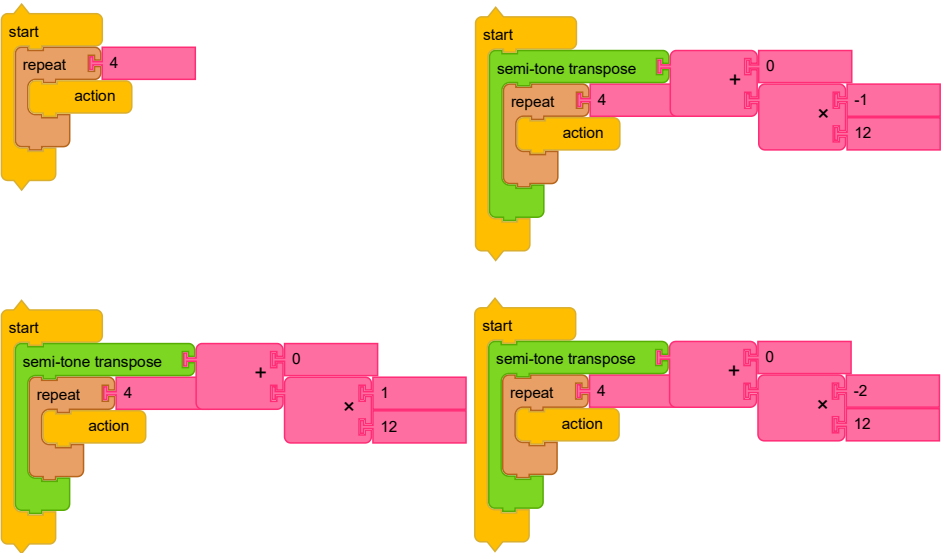
Each *Start* block runs as a separate voice in Music Blocks. (When you click on the Run button, all of the *Start* blocks are run concurrently.)



If we put our song into an action...



...we can run it from multiple *Start* blocks.



It gets more interesting if we shift up and down octaves.

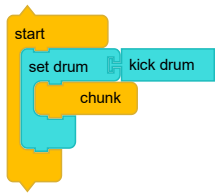


And even more interesting if we bring the various voices offset in time.

[RUN LIVE](#)



An alternative to use a preprogrammed delay is to use the *Broadcast* block to bring in multiple voices. In the example above, after each section of the song is played, a new event is broadcasted, bringing in a new voice. Note the use of the *Mouse Sync* block. This ensures that the multiple voices are synced to the same master clock.



A special *Start drum* version of the *Start* block is available for laying down a drum track. Any *Pitch* blocks encountered while starting from a drum will be played as `c2` with the default drum sample. In the example above, all of the notes in `chunk` will be played with a kick drum.