**Getting Started - Chapter 2 – Sound**

**@@启程-第二章-声音@@**

**Adding Sound**

**@@添加声音@@**

Adding sounds to your world is very easy.

@@为你的世界添加声音很容易。@@

For continuous sounds we use

@@使用以下方法添加持续的声音@@

const sound = new BABYLON.Sound("name", "url to sound file", scene, null, { loop: true, autoplay: true });

Adding Sound To Your Scene

向你的场景添加声音

https://playground.babylonjs.com/#SFCC74#3

To play a sound once we use

@@使用以下方法添加只播放一次的声音@@

const sound = new BABYLON.Sound("sound", "url to sound file", scene);

//Leave time for the sound file to load before playing it

在播放声音前要留下声音文件的加载时间

sound.play();

To account for loading time, in the example below *setInterval* is used to play the sound every 3 seconds

@@为了表现加载时间的影响，下面的例子中使用“*setInterval* ”方法每隔三秒播放这段声音@@

Playing Sound Every 3 Seconds

每隔三秒播放声音

https://playground.babylonjs.com/#SFCC74#4

Since you probably prefer listening to your own music as you work and oft repeated sound can get annoying the above playground examples are the only ones in Getting Started that load sounds.

@@考虑到你可能更喜欢在工作时听自己的音乐，而且不断重复的声音也会令人生厌，以上是启程阶段唯一会加载声音的例子@@

Now back to making our world and the developing our buildings. Buildings come in varied sizes, positions and orientations and this will be true for the world we are creating.

@@现在回来接着创造我们的世界、建造我们的建筑。在我们创造的世界中，建筑将被设为不同的尺寸、位置和朝向。@@