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Playing Multiple Sounds In a Row



This is an example of how to play multiple sounds in a row on an openCard handler. The following code is in the card script.

```
global soundCount
global soundList

on openCard
  put 1 into soundCount
  put "darn you.wav,aaah.wav,goodie.wav,oh yeah.wav,talk to you.wav" into soundList
  playmysounds
end openCard

on playMySounds
  if soundCount <= the number of items of soundList then
    play audioclip (item soundCount of soundList)
    put soundCount + 1 into soundCount
  end if
end playMySounds

on playstopped
  playMySounds
end playstopped
```

Posted 3/21/2002 by Glen Yates to the MetaCard List ([See the complete post/thread](#))

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