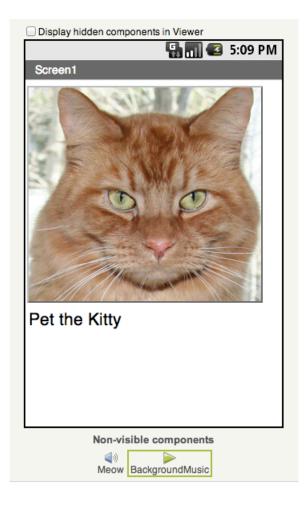


MIT Adding Sound

Add sound by either adding short audio files like a crash sound when two objects collide or longer audio files like background music.



Get Ready

You will need these components in your design screen:

- Button
- Sound
- Player

Try These Blocks

```
when Button1 .Click
do call Meow .Play

when Screen1 .Initialize
do call BackgroundMusic .Start
```

What Does it Mean?

When **Button1** is clicked the **Meow** sound will play.

When **Screen1** comes up on your phone the **BackgroundMusic** will start playing.

