

Lab 10 Music Box for playing back pre recorded notes. By Nathan Chao

8 way files representing 1 octave of virtual music box brass reed notes are used to play simple songs.

		<p>In this app you will assemble a song note by note in a sequential List. The List will be read back and used to play selected notes for a specified period of time.</p> <p>The Clock.timer element is used to time each note. The list is stepped through until until a 0 placed after the last note spec is reached.</p> <p>The design at left uses a vertical.arrangement <u>inside</u> a horizontal arrangement as can be seen at left with the vertical indented further to the right under the horizontal.arrangement.</p> <p>You need to upload 8 mid files represent the note of the scale.</p>
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initialize global selectedSong to []

initialize global noteNum to [1]

initialize global selectedNote to [0]

initialize global song1 to [make a list: c_12, d_12, e_12, f_12, g_12, a_22, b_22, c_22, 0]

initialize global hbdy to [make a list: c_12, c_14, d_14, e_18, c_12, c_14, g_14, f_14]

when Screen1.Initialize do set Clock1.TimerEnabled to false

when Song1Button.Click do set global selectedSong to get global song1, set global noteNum to 1, set Clock1.TimerEnabled to true

when song2Button.Click do set global selectedSong to get global hbdy, set global noteNum to 1, set Clock1.TimerEnabled to true

when Clock1.Timer do call PlayNote

to PlayNote do set global selectedNote to select list item list: get global selectedSong, index: get global noteNum

if get global selectedNote = 0 then set Clock1.TimerEnabled to false

else set Player1.Source to join segment text: get global selectedNote, start: 1, length: 3, ".mid"

set Clock1.TimerInterval to segment text: get global selectedNote * 250, start: 4, length: 1

set global noteNum to get global noteNum + 1

call Player1.Start

The report for this lab will be combined with Lab 11 where a music note recorder will be added to the simple player app of Lab 10