

Further Challenges



Further Challenges

If you have gotten this far, congratulations on creating two soundboard apps!

If you still have time left over, why not try to test yourself with some additional challenges:

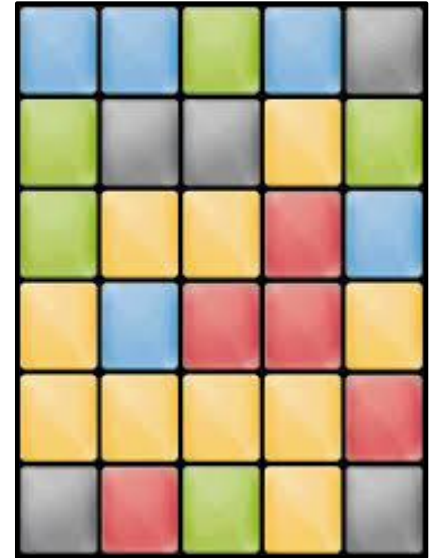
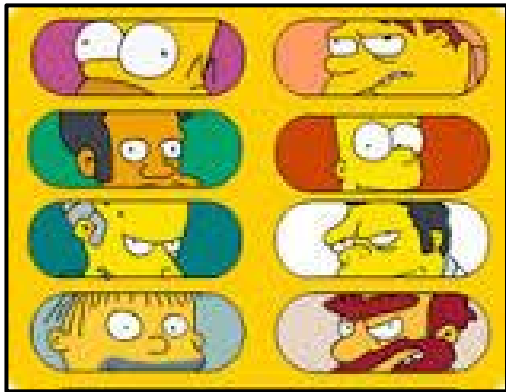
1. Create another soundboard app.
2. Add **animation** to the jungle soundboard app.



Create your Own Soundboard App

So far, you have created apps by following instructions - now is your chance to get creative!

Why not try creating a soundboard with catchphrases from your favourite TV show? Or a drum kit? You could even create an app that works like a midi pad controller!



Add Animation to the Jungle Soundboard App

You can also add some animation to the jungle soundboard app that you made in the first part of this lesson.

We want the buttons to move around the screen while the sounds play. First thing to do is to make sure your Jungle Soundboard app is open in LiveCode.

If you need to open your Jungle Soundboard app, use the *Open Stack* option in the *File* menu.

Let's get going!



Adding Animation

We will start by adding **animation** to the **tiger** button.

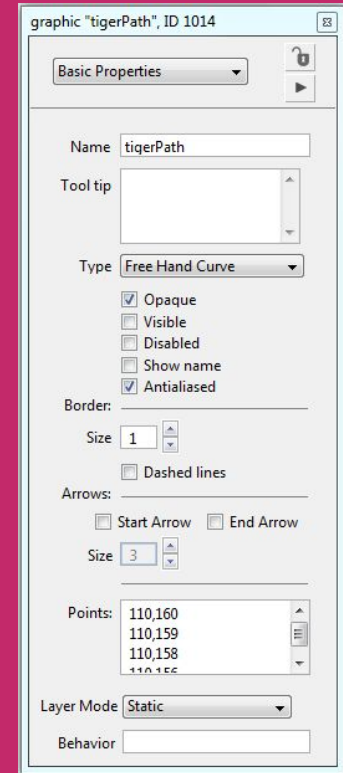
- Make sure you are in **Edit mode** in the tools palette.
- Click on the freehand curve tool.
- Draw a path on the stack. This is the path that you want the tiger button to follow.

If you want the button to return to its original location, make sure the path finishes in the middle of the **tiger** image.



Adding Animation to the Jungle Soundboard App

1. Go into **Edit mode**.
2. Select the graphic you have just drawn.
3. Open the **Property Inspector** for the path you have just drawn (*Object menu* → *Object Inspector*).
4. Set the **Name** of the graphic to **tigerPath**.
5. Uncheck the **Visible** box so the graphic is hidden.



Adding code to Animate the Tiger Button

Now open the script editor for the tiger button:

- Ensure you are in **Edit mode**.
- Select the **tiger** button.
- Choose *Object menu* → *Object Script*.
- Add the following line of code *before* the line **end mouseUp**.

```
move me to the points of graphic "tigerPath" in 1 seconds without waiting
```

This line of code means that when the button is clicked, the button will move along the path that you have drawn while the tiger sound is playing (the tiger.mp3 file is 1 second long).

Adding Animation to the Jungle Soundboard

The code for the **tiger** button should now be the following:

```
on mouseUp
    set the filename of player "animalSound" to "Resources/sounds/tiger.mp3"
    start player "animalSound"
    move me to the points of graphic "tigerPath" in 1 seconds without waiting
end mouseUp
```



Adding Animation to the Jungle Soundboard

Now switch back to **run** mode in the tools palette, click on the **tiger** button, and see what happens!

Congratulations, you have added **animation** to your app!



*Well done, you are halfway
through this step. Swap pairs
now.*



Pairs Swap

Adding Animation to the Jungle Soundboard

Follow the same steps as you did to add animation to the **tiger** button so that you can add animation to the **monkey** and **elephant** buttons:

1. Switch to **Edit mode** in the tools palette and select the freehand tool.
2. Draw the path that you want the button to follow.
3. Set the properties of the path - **Name** and **Visible**.
4. Add the code to the buttons.
5. Switch to **Run mode** in the tools palette and try it out.

Tip: Check how long the **monkey** and **elephant** sound clips are so that your animation is the same length of time!

Adding Animation to the Jungle Soundboard

The code for the **monkey** button should now be the following:

```
on mouseUp
    set the filename of player "animalSound" to "Resources/sounds/monkey.mp3"
    start player "animalSound"
    move me to the points of graphic "monkeyPath" in 2 seconds without waiting
end mouseUp
```



Adding Animation to the Jungle Soundboard

The code for the **elephant** button should now be the following:

```
on mouseUp
  set the filename of player "animalSound" to "Resources/sounds/elephant.mp3"
  start player "animalSound"
  move me to the points of graphic "elephantPath" in 2 seconds without waiting
end mouseUp
```



Adding Animation to the Jungle Soundboard

Congratulations - you have finished animating your app!

Switch into **Run** mode and press the buttons to see your app in action!

If you want to compare your app to a completed version, you can download a finished version from the Resources tab.





Congratulations!

