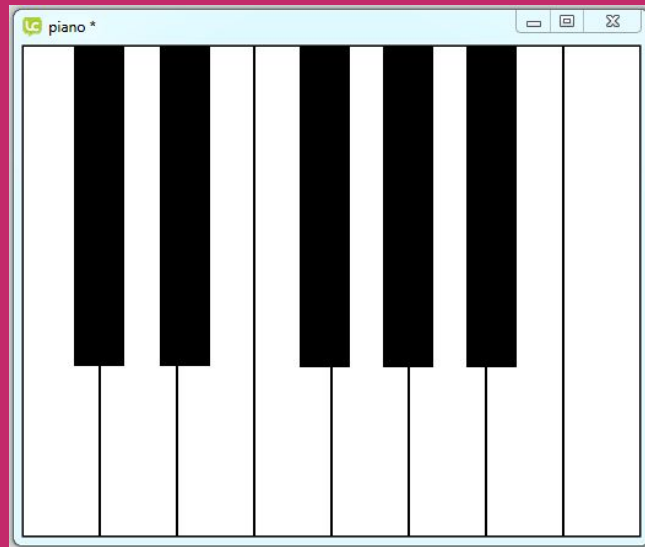


# *Creating a Piano*

In this step, we will be creating a one-octave piano.

The User Interface for this app is created entirely in LiveCode.



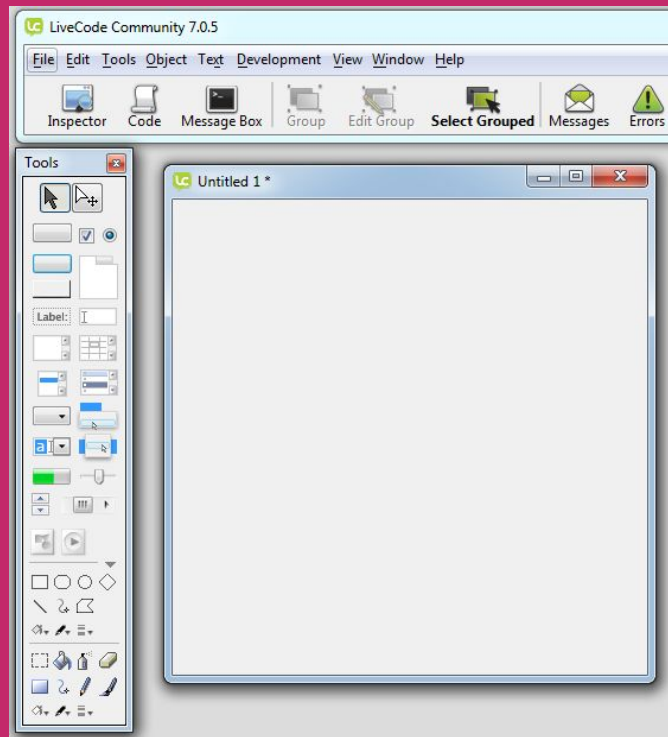
# *A new stack*

We want our piano to be a separate app from the animal sound board we made earlier.

To create a new app, we start by creating a new **Main Stack**.

Select *New Mainstack* from the *File* menu.

This will create a new, blank stack for us to work with.

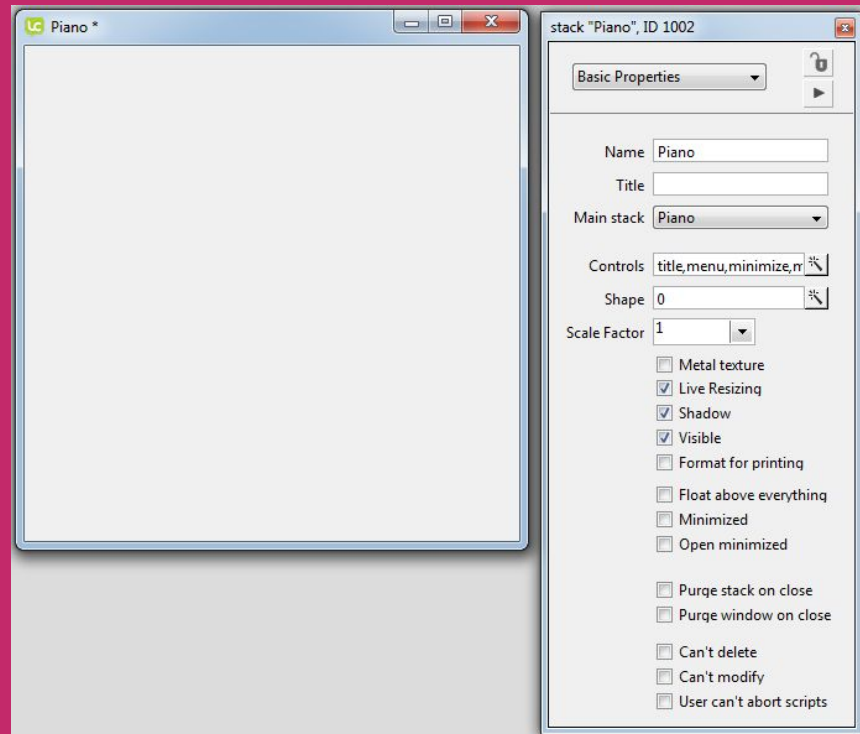


# *Naming the stack*

The first thing we want to do is to name our app.

Open the *Stack Inspector* from the *Object Menu*. Remember, this shows you all the properties of the stack and lets you change them.

Set the **Name** of the stack to **Piano**.



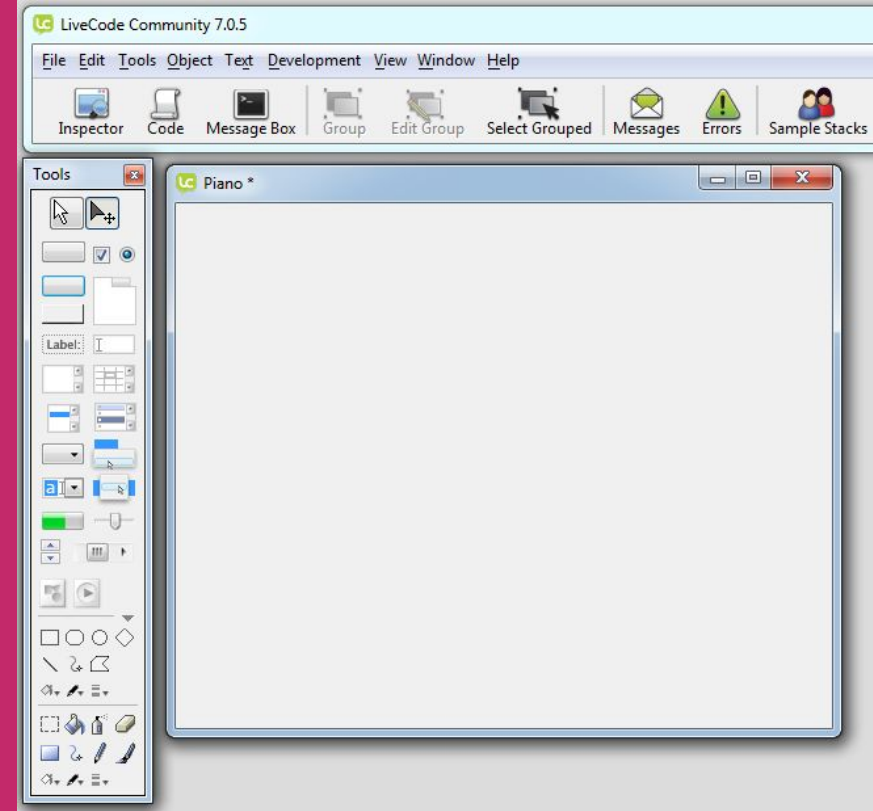
# *The stack size*

Next we want to set the size of our stack.

Since we will be making a 1 octave piano, we want a rectangular stack that is a bit wider than it is tall.

Drag your stack from the bottom right corner until you are happy with the size and shape.

My stack is 500 x 400, but you can make yours any size you like.



# *Saving the stack*

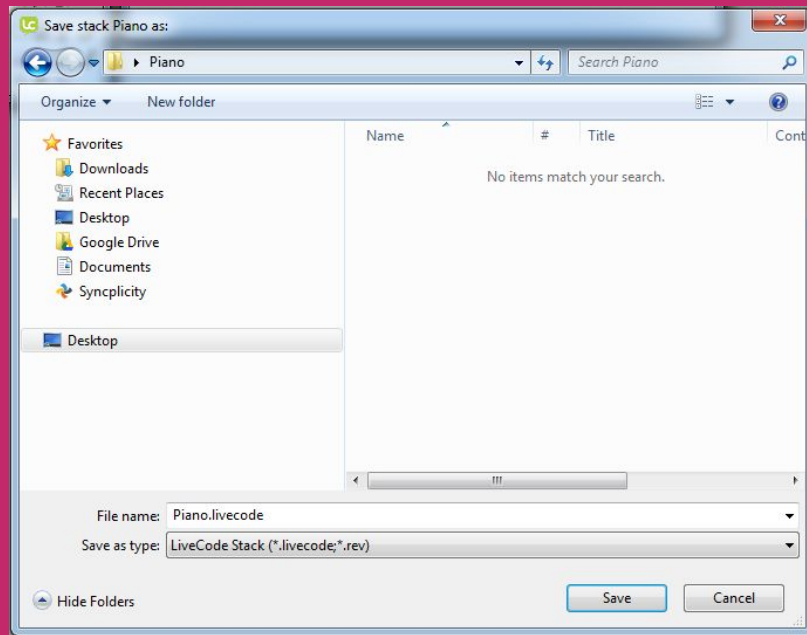
Now we have the basics of our stack set up, we don't want to lose the work we have done.

Let's save the stack. Just like with the Jungle Soundboard stack, we need to remember

where we saved the stack so we can put our piano sounds in the same folder.

I have created a "Piano" folder on my Desktop and I am going to save my stack into that folder.

To save your stack, choose *Save As* from the *File* menu and choose where to save your stack.

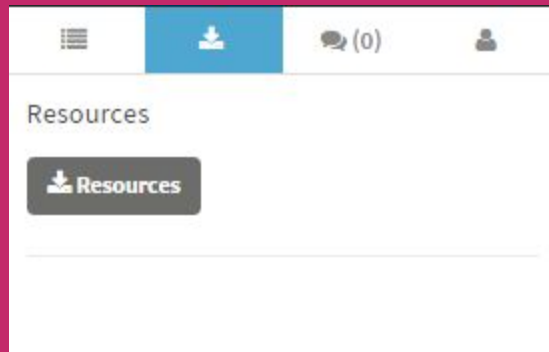


# Resources

Before we go any further, download the **Resources** file from the *Resources* tab - found on the right above the slide display area.

**Make sure that you move this file from the Downloads folder to the folder that your stack has been saved in.**

For example, if your stack has been saved in a folder named **Piano**, on your desktop, then you need to move the **Resources.zip** file that you just downloaded to the **Piano** folder on your desktop.



# Resources

Unzip the **Resources.zip** file so there is a folder called **Resources** in the folder your app is saved in. Mine is saved in the **Piano** folder on my desktop. In the **Resources** folder you should have 1 folder called **sounds**.

Make sure your folder looks like this image. This is important so the app can find the files it needs later.

