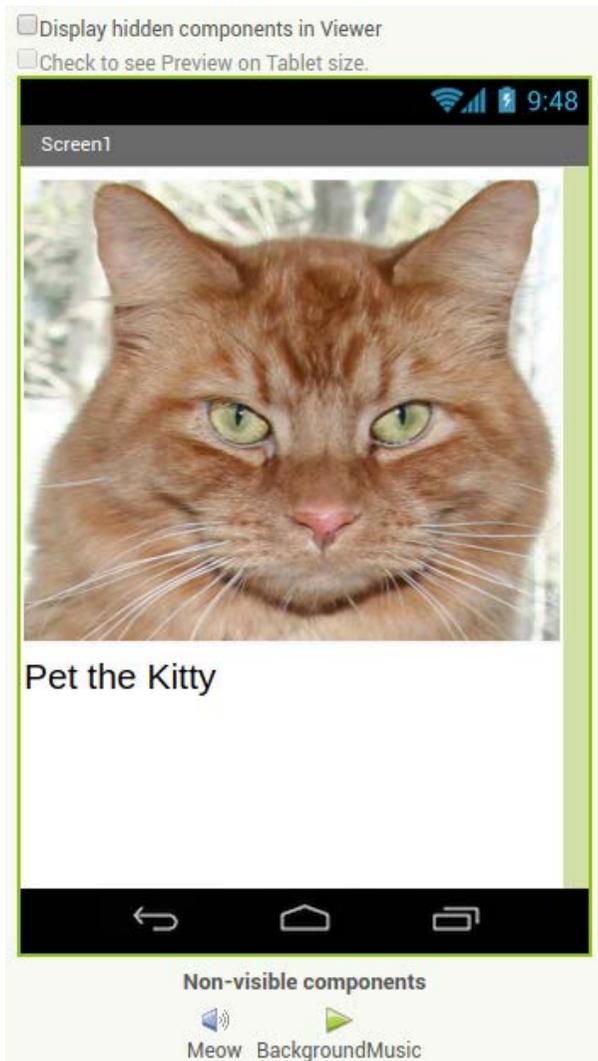




## Adding Sound

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



## Getting Ready

You will need the following components  
in your design screen:

- \* Button
- \* Sound
- \* Player

## Blocks Editor

```
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.