

Adding Background Music

(http://www.alice.org/resources/how-tos/adding-background-music/)

To Add Background Music

- Go to the InitializeEventListeners Tab
- Click the drop down menu for Add Event Listener and choose Scene Activation/Time and then addSceneAcivationListner
- Drag your playAudio procedure into the newly created addSceneActivationListener

To Make The Sound Loop

Drag a "count" function into the "addSceneActivationListener" and declare the number of loops you would like

```
this add Scene Activation Listener

declare procedure scene Activated

do in order

count up to 37

this.camera playAudio new (Audio Source) cat_meow_med_pitch_01.mp3 (1.41s) v
```

• Drag a "while" function into the "addSceneActivationListener" and select true. This will make it loop for as long as the program is running

```
declare procedure sceneActivated

do in order

while __true* is true

this.camera** playAudio __new (AudioSource) __cat_meow_med_pitch_01.mp3 (1.41s) **

loop

this.camera** playAudio __new (AudioSource) __cat_meow_med_pitch_01.mp3 (1.41s) **

loop

| Cat_meow_med_pitch_01.mp3 (1.41s) **

| Cat_meow_med_pitch_01.mp3 (1.41s) **
| Cat_meow_med_pitch_01.mp3 (1.41s) *
```