

Multiple Sounds When Grid Opens

Have you ever needed to have two or more sounds play when a grid opens in Clicker 5? Here's how to do it!

While building **The Haunted Castle**, I wanted to have a growl and the sound of the wind play as a grid opened. I could load one sound into the **Play Recorded Sound Or Video** slot in the **Grid Properties**, but I couldn't designate two sounds in that slot.

With a sound editor, I could have combined the two sounds, and then loaded the combined sound. But I found a way to do it inside Clicker 5® without needing that extra piece of software. All you need is two hidden cells!



Want more free activities, tips, and graphics? Look in the Attic!

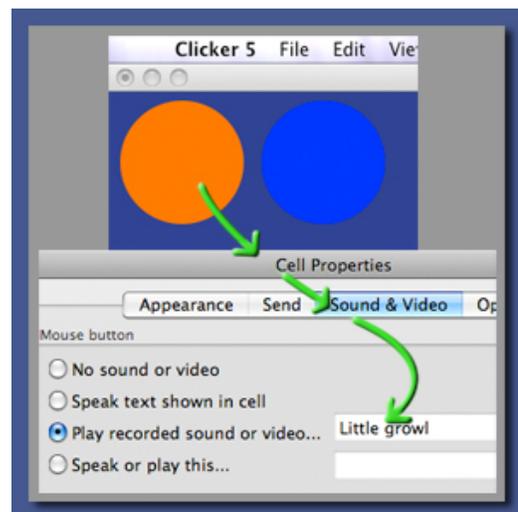
Setting Up Two Sound Cells

To set up and test this technique, you'll want a grid set with at least two non-sending grids, and navigation arrows to go back and forth between them.

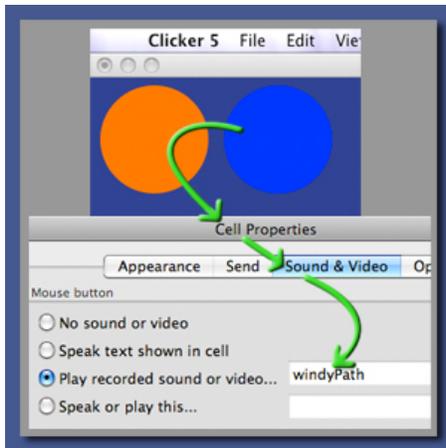
The grid where I needed the two sounds to play already had a large cell on it to hold an illustration, so I temporarily moved it aside. To get the grid to play two sounds when it opens, we first need two more cells to hold the two sounds.

It doesn't matter what shape or size these cells are, because eventually we will make them transparent. But to distinguish them while making various settings, we'll give one a red background, and the other a blue background.

Open the **Properties** dialog of the red cell, and set it to **Send No Text**. Under **Sound & Video**, click **Play recorded sound or video...** and choose your first sound. In my Haunted House, the name of this sound was **Little growl**. Click **OK** to close the **Properties** dialog of the red cell.



Next, open the **Properties** of the blue cell, and set it to **Send No Text**. Under **Sound & Video**, click **Play recorded sound or video...** and choose your second sound. In my Haunted

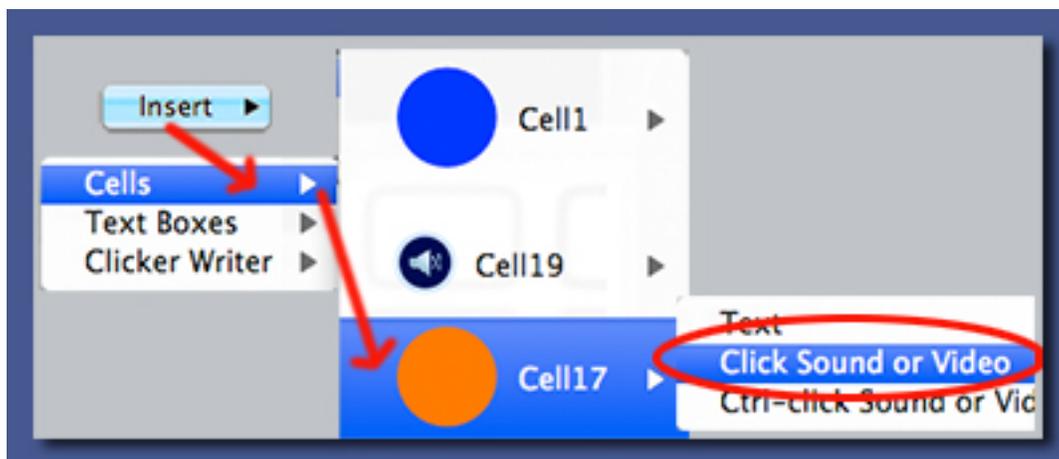
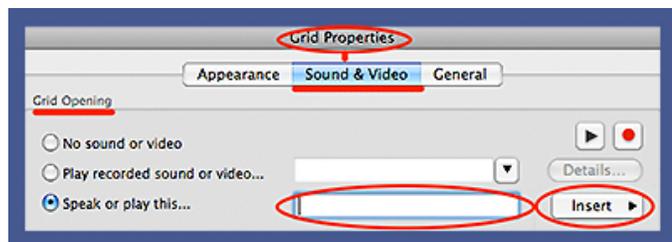


Castle activity, the name of this second sound was **windyPath**. Click **OK** to close the **Properties** dialog of the blue cell.

Our sound cells are complete! Now we are ready to set up the grid so that it will play both sound cells as it opens.

Making The Sounds Play When Grid Opens

Open the grid **Properties** to set up actions that will activate when the grid opens. In the **Speak Or Play This** slot, use the **Insert** button to first



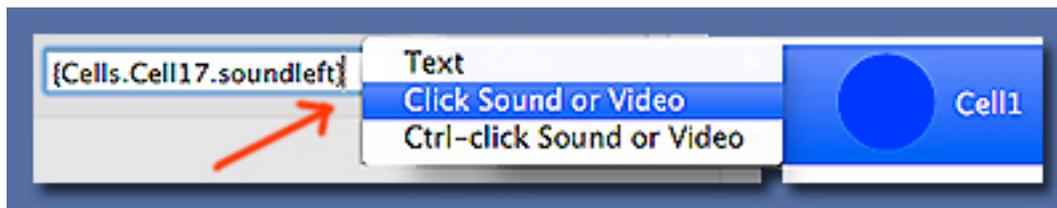
choose **Cells**, and then to designate the **Click Sound** (left button) of the red cell. This is the cell I set to play the

growl. Of course the sound you have set for this cell will be different.

The **Insert** button puts the following code into the slot: `{Cells.Cell17.soundleft}` In human speak, this says to play something from one of the cells on the grid, specifically from Cell17, and to play its left button sound.

You can see now why we colored the buttons. It's easy for the computer to know which one is Cell17, but for us, it's easier to locate the red cell. Also, notice that the code sentence is surrounded by fancy brackets. Don't click **OK** yet!

For the next step, make sure your I-beam cursor is still in the **Speak Or Play This** slot, but is **AFTER** the final fancy



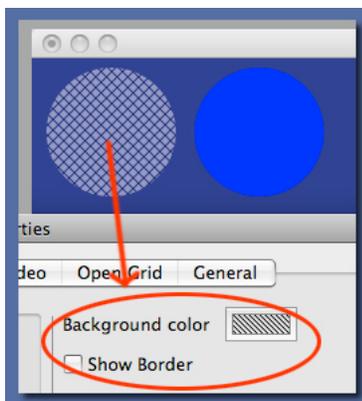
bracket of the code for the first sound. Then again use the **Insert** button, this time to designate the **Click Sound** (left button) of the blue cell. This is the cell set with your second sound, the one I set to play the windyPath sound.

The **Insert** button adds additional the code for playing the click sound of the blue cell, so that we now have the following two code sentences in the **Speak Or Play This** slot of the

grid: {Cells.Cell17.soundleft}{Cells.Cell1.soundleft} When you see both code sentences in the slot, click **OK** to close grid **Properties**.

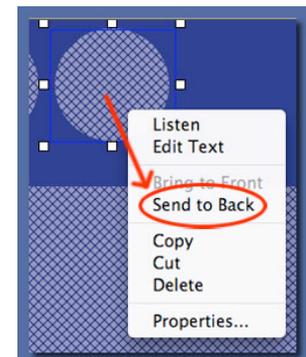
To test your settings, go to a grid linked to your two sounds grid. Click a navigation arrow leading back to the two sounds grid. You should hear your two sounds play, in the order you entered them, as the grid opens. Of course, you could have set up more sounds this way, using a cell for each sound.

Hiding Your Work

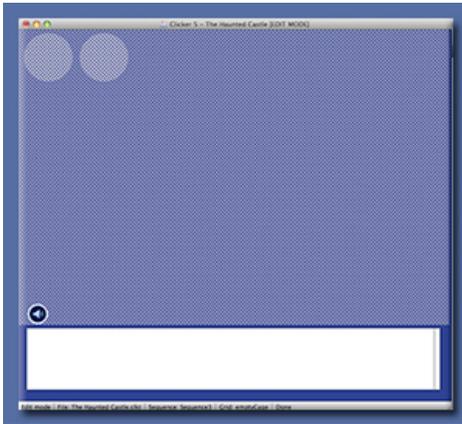


To finish this trick, we need hide our sound cells and put them out of the way so nobody clicks them by accident. First, open the **Properties** of each sound cell in turn, setting **Appearance** to transparent background, no border. Click **OK** to close the cell **Properties** once it is transparent.

Next, **right-click** each cell while in **Edit**, and choose **Send To Back**. Now we have two invisible cells located behind anything else that might be on the grid. We just have to make sure something is moved on top of them.



Since my grid already had that large cell meant for an illustration, I moved it back into place to cover the invisible



sound cells. If there is not already a cell (or a text box) on the grid to put on top of the sound cells, just make one. It might hold a picture, text, or be a dummy transparent cell that does nothing. The important thing is to make sure it's on top of your sound cells. All done!

To finish my grid, I added an illustration graphic in the large cell and pasted text into the text box below it. Because the sound cells were behind the illustration cell, I could drag and drop art into the large cell, even click on it, and be sure the two sound cells would remain hidden and not be activated.

A Powerful Option

Unlike the **Play Recorded Sound** option, you can specify a whole list of things in **Speak Or Play This**, and they don't even have to be all the same type of thing. You could use that **Insert** button to designate a text box, follow that with some typed words, and follow that by inserting code to play the right click sound of one of the cells on the grid, for example.

You can enter a string of tasks in the **Speak Or Play This** slot of a cell, as well as in the grid **Properties** dialog. In that case, your string of actions happens when a cell is clicked, instead of when the grid opens. The possibilities are endless.

Experiment!