
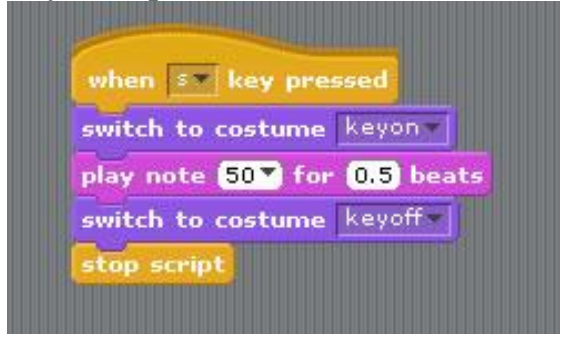








Lesson 6: Piano

1 The recipes

<p>Key1 Recipe</p>  <pre>when a key pressed switch to costume keyon play note 48 for 0.5 beats switch to costume keyoff stop script</pre>	<p>Key2 Recipe</p>  <pre>when s key pressed switch to costume keyon play note 50 for 0.5 beats switch to costume keyoff stop script</pre>
<p>Key3 Recipe</p>  <pre>when d key pressed switch to costume keyon play note 52 for 0.5 beats switch to costume keyoff stop script</pre>	<p>Key4 Recipe</p>  <pre>when f key pressed switch to costume keyon play note 53 for 0.5 beats switch to costume keyoff stop script</pre>
<p>Key5 Recipe</p>  <pre>when g key pressed switch to costume keyon play note 55 for 0.5 beats switch to costume keyoff stop script</pre>	<p>Key6 Recipe</p>  <pre>when h key pressed switch to costume keyon play note 57 for 0.5 beats switch to costume keyoff stop script</pre>
<p>Key7 Recipe</p>  <pre>when j key pressed switch to costume keyon play note 59 for 0.5 beats switch to costume keyoff stop script</pre>	<p>Key8 Recipe</p>  <pre>when k key pressed switch to costume keyon play note 60 for 0.5 beats switch to costume keyoff stop script</pre>

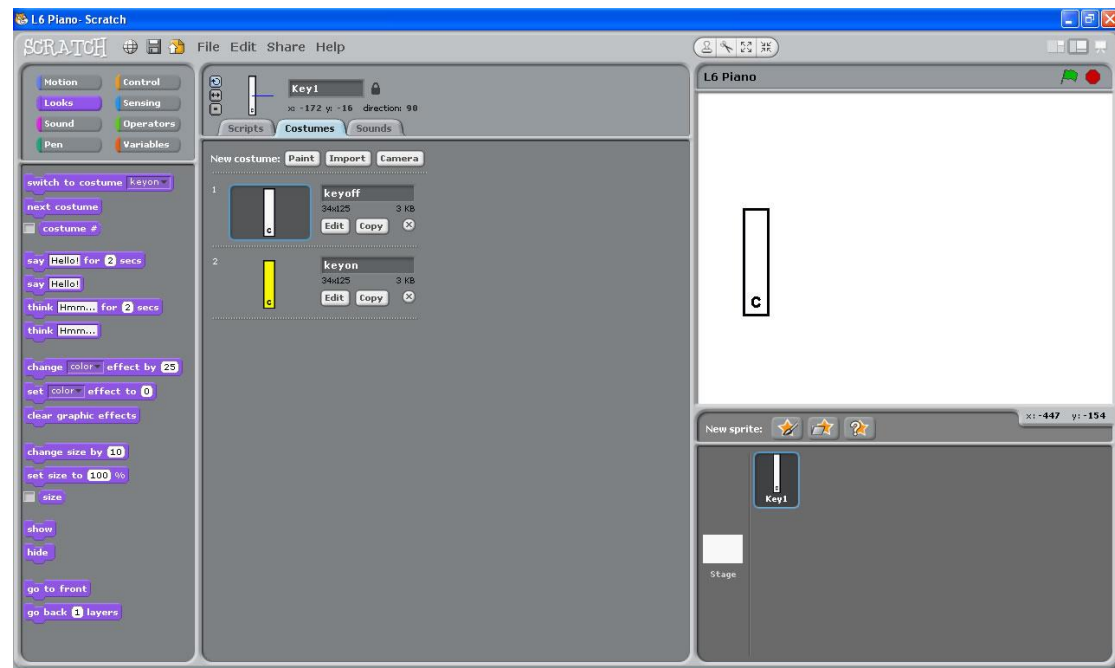
2 The Steps

“First draw a sprite as a piano key”

“Click on New Sprite and draw a key. Name the sprite Key1”

“Then click on Costumes. Name the key Keyoff and make a copy of it by clicking on Copy”

“Name the new key Keyon and then click on Edit and fill the key with a colour like yellow”



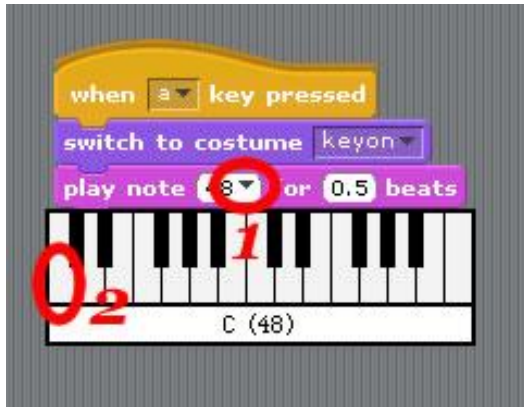
“Now we need to link this key sprite to a key on the keyboard”

“Let’s make our piano so that the keys ‘a’, ‘s’, ‘d’, ‘f’, ‘g’, ‘h’, ‘j’ and ‘k’ will be our notes ‘c’, ‘d’, ‘e’, ‘f’, ‘g’, ‘a’, ‘b’ and ‘c’”

“So let’s make the first key to play the note middle ‘c’ when you press the key ‘z’ on the keyboard”



“Set the note to play by clicking on note (1) and selecting the music note (2)”



“Now press the key ‘a’ and the piano will play the note ‘c’”
 “OK, so now we have the first key working let’s add the rest of the piano”
 “Duplicate Key1 and change the copy’s sprite name to Key2”
 “On the script for Key2, change the ‘when a key pressed’ to ‘when s key pressed’ and the note to 50”
 “For Key2, click on ‘Costumes’”
 “Edit the keys to change the ‘C’ to ‘D’”



“Repeat all this for the keys ‘d’, ‘f’, ‘g’, ‘h’, ‘j’ and ‘k’”

