

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 addSceneActivationListener
- 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



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

