

```
//////////////////////////////////// beatbox code, frame 1
```

```
import flash.media.Sound;           // allows us to use sounds
import flash.media.SoundChannel;
```

```
var settings, syms, sounds, chans:Array;
var i, xl, running, time: int;
```

```
settings = new Array(40); // where the sliders are
syms = new Array(40); // the slider symbols
sounds = new Array(8); // the different sounds we can play
chans = new Array(40); // one speaker for each slider
running = 0; // whether the beatbox is playing
time = 0; // which sound to play next
```

```
for (i=0; i<40; ++i) { // make 40 sliders
    settings[i] = 0; // settings[i]=which sound to play for slider i -- all quiet for now!
```

```
    syms[i] = new tabber(); // make the slider knob symbol
    xl = 90+(i*20);
    syms[i].x = xl;
    syms[i].y = 200;
    addChild(syms[i]);
```

```
    graphics.lineStyle(2,0,2); // draw a line—kinda like an equalizer
    graphics.moveTo(xl, 200);
    graphics.lineTo(xl, 100);
```

```
    chans[i] = new SoundChannel(); // make a “soundchannel” – a player
```

```
}
```

```
sounds[0] = new mp360(); // no loop; all the elements are different
sounds[1] = new mp364();
sounds[2] = new mp368();
sounds[3] = new mp372();
sounds[4] = new d1();
sounds[5] = new d2();
sounds[6] = new d3();
```

```
stage.addEventListener(MouseEvent.CLICK,clicky);
```

```
//////////////////////////////////// beatbox code, frame 1, continued
```

```
// click callback
function clicky(e:MouseEvent) {
    var cx, cy, which:int;

    // set cx and cy to be where you clicked
    cx = e.stageX;
    cy = e.stageY;

    // blow the controls = start and stop
    if (cy>200) {
        if (running==0) { running=1; }
        else { running=0; }
    } else if (cy>100) { // 100<cy<200 -> in the sliders
        // which = which slider you clicked
        which = Math.floor((cx-80)/20);
        if ((which>-1)&&(which<40)) {
            // setting[which] = which sound to play
            settings[which] = Math.floor((200-cy)/10);
            syms[which].y = 200 - (settings[which]*10);
        }
    }
}
}
```

```
//////////////////////////////////// beatbox code, frame 3
```

```
if (running==1) { // are we making noise?
    // "time" tells us which slider to play for this frame

    // which sound do we play?
    i = settings[time];

    // start the ith sound on the time-th player
    if ((i>0)&&(i<9)) {
        chans[time] = sounds[i-1].play();
    }

    // next time, play the next sound
    time=time+1;
    if (time>39) {time=0;} // only got 40 sliders
}
gotoAndPlay(2);
```

```

////////// bobble code, frame 1

// make an array of buttons!

var sideways, upanddown, tracker:Array;
var i:int;

const numButtons=80; // we're making 80 buttons
sideways = new Array(numButtons);
upanddown = new Array(numButtons);
tracker = new Array(numButtons);

for (i=0;i<numButtons;++i) {
    // make sideways buttons, randomly placed
    sideways[i] = new pair();
    sideways[i].x = Math.random()*400+90;
    sideways[i].y = Math.random()*400+90;
    sideways[i].addEventListener(MouseEvent.CLICK, clicker);
    addChild(sideways[i]);
    sideways[i].gotoAndPlay(0); // start them playing

    // same thing for up and down; copy position from above
    upanddown[i] = new turned();
    upanddown[i].x = sideways[i].x;
    upanddown[i].y = -sideways[i].y;
    upanddown[i].addEventListener(MouseEvent.CLICK, clicker);
    addChild(upanddown[i]);
    upanddown[i].gotoAndPlay(0);

    // keep track of which is showing-- t[i]==0 means "sideways"
    tracker[i] = 0;
}

```

```
//////////////////////////////////// bobble code, frame 1, continued
```

```
// the callback, with a mystery! who called me?
```

```
function clicker(e:MouseEvent):void {  
    var i, which;  
    var tx, ty, dx, dy:Number;  
  
    // tx and ty are the position of the thing you clicked on  
    tx = e.target.x;  
    ty = e.target.y;  
  
    // look at all the buttons; find the one at tx,ty  
    which=-1; // which==-1 until we find the one  
    for (i=0;i<numButtons;++i) {  
        if (tracker[i]==0) { // if the sideways button is the one showing  
            // see whether we clicked on it  
            if ((tx==sideways[i].x)&&(ty==sideways[i].y)) {  
                which=i; // ah-ha!  
            }  
        } else {  
            // otherwise check up and down  
            if ((tx==upanddown[i].x)&&(ty==upanddown[i].y)) {  
                which=i; // ah-ha!  
            }  
        }  
    }  
  
    if (which!=-1) {  
        // swap button # "which"  
        sideways[which].y *=-1;  
        upanddown[which].y *=-1;  
        if (tracker[which]==0) {  
            tracker[which]=1;  
        } else {  
            tracker[which]=0;  
        }  
    }  
}
```

```
//////////////////////////////////// bobble, frame 3
```

```
gotoAndPlay(2);
```