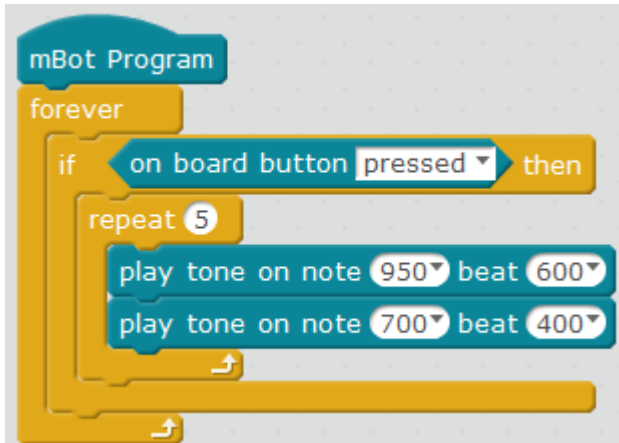


## Ambulance sound

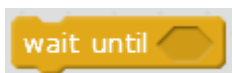

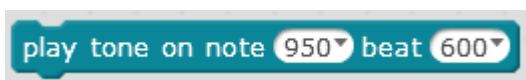
**Hardware requirements:** mBot/mCore Control Panel

**Implementation:** Upload the program to Arduino

### Example programs



### Script description

	<p>Use this block to determine whether to play the following sound effects according to the on-board button state</p>
	<p>Repeat it to ensure the sound effects each time the onboard button is pressed</p>
	<p>Directly define the sound of the buzzer according to the frequency and time of a sound</p>

### Knowledge points

#### Point 1 Ambulance sound effects

Ambulance sound effects consist of high frequency and low frequency in two voices, with high frequency sound of 950Hz and low frequency sound of 700Hz. High frequency sound lasts for 0.6 second and low frequency sound 0.4 seconds. High and low frequency sounds are played alternatively.

#### Point 2 Use of the tone playing block

1) The tone within the tone-playing block is the sound frequency in Hz. You can click a tone to pop up a dropdown box, where you can enter the frequency value to let the buzzer sound. For example, the frequency of C4 is 261.6Hz,

so `play tone on note 261.6 beat Half` is equivalent to `play tone on note C4 beat Half`

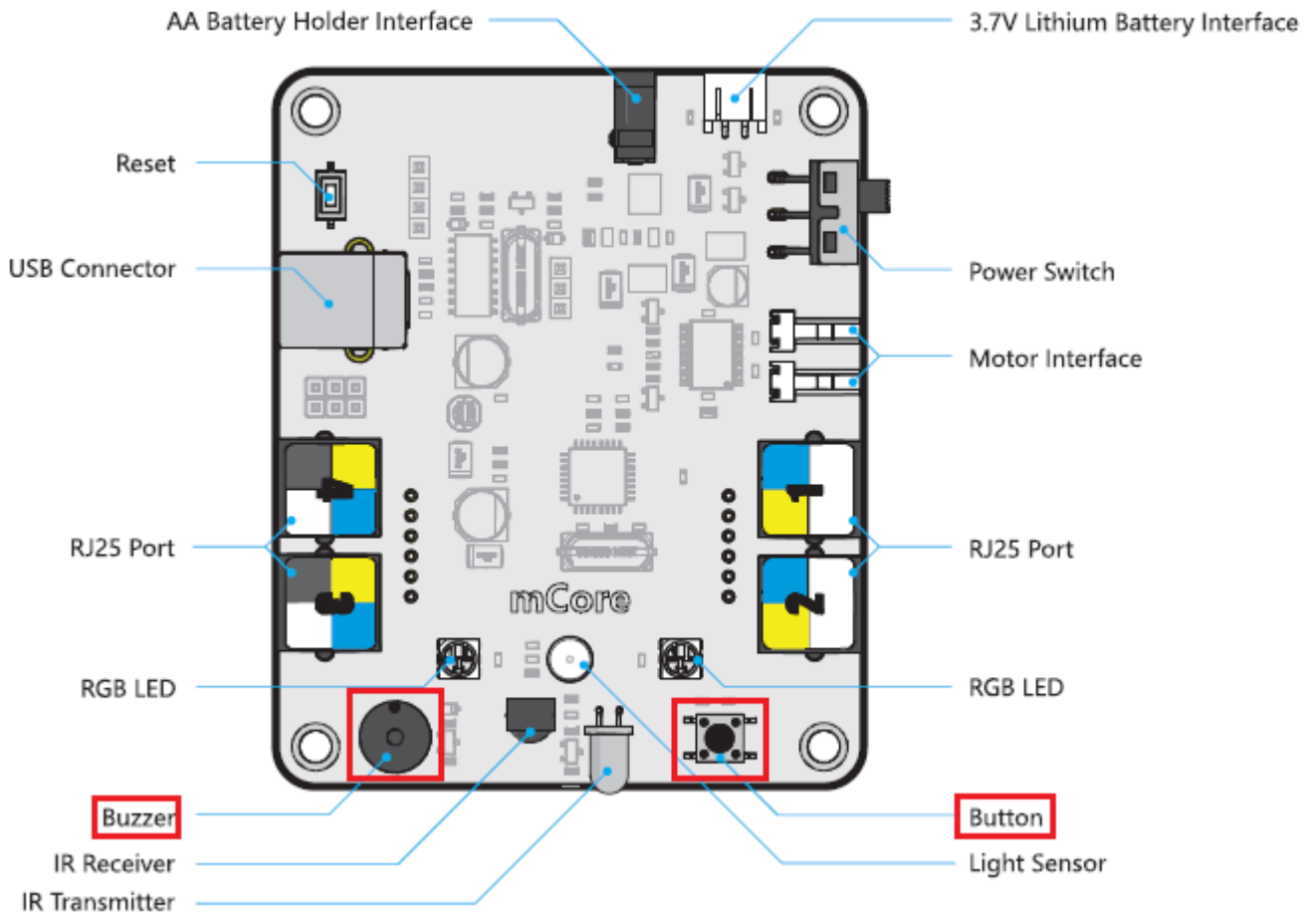
2) The rythem within a tone-playing block is the duration of a sound in ms. You can click a rythem to pop up a dropdown box, where you can enter the duration, for example, 500ms for a one-second rythem, so

`play tone on note C4 beat 500` is equivalent to `play tone on note C4 beat Half`

**Extended tasks**

Think whether you can replace `wait until` in this example with `if then`

**Attached -mCore main control board buzzer and onboard button diagram**



Download: [Ambulance sound.sb2](#)