Display\_Name..

Computer Programming Using Kivy - **OpenGL 5 - Sound & Music**

**GOAL: Use sound in an event and music during init in a 3D scene.**

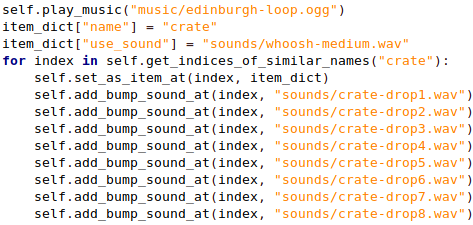
(You must first have a completed and working opengl4.py)

Update the 3D engine:

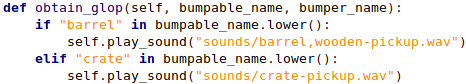
* Go to your home drive (File Explorer, Computer, T:\*username* or H:)
* Go to your opengl folder, then double-click update-kivyglops

If you make a bump\_glop event handler, you can use the name to determine what sound to play:

* Open Geany
* File, Open, your home drive (such as T:\*username* or H:), opengl, opengl4.py
* File, Save As, go to your opengl folder, then name this file opengl5.py
* To start the music then make crates able to be picked up, and have sound when used, add the following to your load\_glops method, after your existing code which sets the other settings for item\_dict (after typing the first add\_bump\_sound line below you can always just copy & paste that line then change the number for each):



To make a sound play when you obtain something, in this case a different sound depending whether you (the bumper, which is in this case the player) obtain a barrel or a crate, implement the obtain\_glop method in your MainScene class like this:



**BONUS: Make the barrels also have a bump sound**.