Sound Effects !!!

sound pin, (note, duration)

note **0 = No sound**
1 > 127 note lowest pitch buzz to highest pitch beep
128 > 255 Crackling through to high pitch white noise
duration (mS) **0 = No sound**
1 > 255 duration 10mS > 2550mS (2.5 seconds)

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sound 2, ( 100, 10 )sound pin 2 a beep for 100ms        'Single beep

sound 2, ( 123, 5, 121, 5, 123, 5, 121, 5, 123, 5, 121, 5 )   'Cell phone ring

sound 2, ( 255, 25, 251, 25, 253, 25, 254, 25, 252, 25 )      'Steam train

for b0 = 1 to 127     'Do the next bit this many times (try changing the range to 255)
sound 2, ( b0, 5)     'Play each beep tone 1 to 127 for 50mS (try changing the 5)
next b0               'Do it again (until b0 = 127)

for b0 = 0 to 255 step 15                                  'step takes bigger steps
sound 2, ( 255, b0, 251, b0, 253, b0, 254, b0, 252, b0 )   'Thomas going up hill
next b0

for b0 = 255 to 0 step -10
sound 2, ( 255, b0, 251, b0, 253, b0, 254, b0, 252, b0 )   'Thomas going down hill
next b0

Ring:
sound 2, ( 123, 5, 121, 5, 123, 5, 121, 5, 123, 5, 121, 5 )   'Phone ring
nap 5                                                          'Low power short time delay
sound 2, ( 123, 5, 121, 5, 123, 5, 121, 5, 123, 5, 121, 5 )   'Phone ring
sleep 1                                                        'Low power long time delay
goto Ring

Random_Fx:
Random w0          'Randomise w0 ( randomises b0 and b1 at same time )
sound 2, ( b0, b1 )  'Play random note and duration
goto Random_Fx
```

Other ideas:

- **Try toggling an output pin in a fast loop**
- **Try using one or two pulsouts and a toggle in a fast loop**
- **Use / divide and // modulus divide commands in random and fast loops**